

CU AMIGA

THE ULTIMATE GAMES GUIDE TO THE ULTIMATE COMPUTER

DECEMBER 1990 £2.95

ONITS PIA 770 AN EMAP PUBLICATION

ROBOCOP 2 EXCLUSIVE

-ON DISK, ON SCREEN
AND ON TRIAL

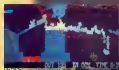
EXCLUSIVE
VIRTUAL REALITY
AMIGA GAMES

ON THIS DISK!

- 
- PLAY ROBOCOP 2
 - THE XMAS
 - BIGGIE LEMMINGS
 - THE FUNNIEST

GAME AROUND, PLUS SWAT

-THE LICENCE
OF THE SNA
ARCADE SMASH



NO DISK
ATTACHED?

ASK YOUR NEWSAGENT

NEW! THE COMPLETE GUIDE TO FORTHCOMING GAMES
COMICS LICENCE ROUND-UP • MIDWINTER TWO • CAR-
VUP • BUCK ROGERS • Z-OUT • TRACKSUIT MANAGER
TWO • WIZBALL TWO • AND STACKS MORE GAMES...



9 770265 721026

BOXING CLEVER



ATARI ST

AMIGA

PC &
COMPATIBLES

"THEIR FINEST HOUR" © 1995 Lucasfilm Ltd. All Rights Reserved.
"THEIR FINEST HOUR" is a trademark of Lucasfilm Ltd. All Rights Reserved.
Some of the names of the Lucasfilm Ltd. are trademarks of Lucasfilm Ltd. All Rights Reserved.
The names of the Lucasfilm Ltd. are trademarks of Lucasfilm Ltd. All Rights Reserved.
The names of the Lucasfilm Ltd. are trademarks of Lucasfilm Ltd. All Rights Reserved.

LUCASFILM
GAMES

U.S. GO

THEIR FINEST HOUR
THE BATTLE OF BRITAIN.

SUMMER 1940
The German war machine has humbled all of Europe—except Great Britain. Now, the mighty Luftwaffe plans to strike up Southern England for an instant called Operation Sea Lion. And the RAF must wage a desperate defensive battle against a numerically superior foe.

Graphically stunning, historically accurate, and thrillingly realistic, *Their Finest Hour: The Battle of Britain* recast the war for the anniversary of the century.

TWO BRITISH FIGHTERS

- Supermarine Spitfire
- Hawker Hurricane

TWO GERMAN FIGHTERS

- Meisner Me 109
- Meisner Me 110

SEVEN GERMAN BOMBERS

- Heinkel He 111
- Heinkel He 177
- Heinkel He 177
- Heinkel He 177
- Heinkel He 177
- Heinkel He 177

AUTHENTIC COMBAT ACTION

- Each plane realistically accurate
- Fly into bombards or target
- Destroyed and sea targets
- Effects of historical missions

UNIQUE REALITY CAMERA

- Watch "mission replays" of your historic action
- Features include: stop mission and fast forward
- View from any camera angle
- Save your finest moments on disk

LOTUS SPECIAL FEATURES

- Easy to learn, easy to play
- Large photo-packed manual
- Your pilot's medals and promotions
- Create your own missions

LUCASFILM GAMES

SFILM™



PC & COMPATIBLES

U.S. Gold Ltd., Units 2/3 Holford Way,
Holford, Birmingham B6 7AX.
Tel: 021 625 3366



The Business



Can you make it through 100 levels of joystick wrangling action as you attempt to avoid and destroy a screenful of bounding rods?

Featuring SNAP's top ten smash hit as the backing sound track - Coops Up will have you hooked the moment you play and won't let go!

Here is what a couple of the magazines had to say:

THE ONE: "A product that packs so much playability that its fit to burst..."

Available now on Amiga - £24.95.
Coming soon for all other computer formats.

© 1990 Demonware Softwarehaus GmbH. All rights reserved.

one of the most compulsive pieces of computer entertainment you are ever likely to encounter... sound is impressive... **ONCE PLAYED FOREVER ENGAGED!**

Overall score: 91%

CU AMIGA: "Furiously addictive... a highly entertaining original game that will have you returning to it time and time again."

CU Screentist: 85%

To order any of these games further details please call or write to:

The Software Business Limited,
Brooklands, New Road,
Sawing, Huntingdon,
Cambridgeshire,
PE17 4BG.

Tel: 0480 496497 Fax: 0480 495605

Access and Visa accepted.

The
Software Business

LORDS OF CHAOS



Take a journey to a mystical land where Arch Magus battles for supremacy of magical new worlds - battle to become the LORDS OF CHAOS.

Produced by the designers of Laser Squad, Mythes Games have packed excitement and strategy into a game bursting with features: 1 - 4 players can battle against each other or highly intelligent computer opponents, make potions, cast up to 45 different spells, collect treasure and fight mystical creatures in this multi-level adventure

YS "Megagame", Amstrad Action "RAVE", Commodore Format "CONKER".

Available on: Spectrum, Amstrad, C64
Cost £9.95, Disk £14.95.

Coming soon on ST, Amiga and PC -
£19.95 - ST, £24.95 Amiga/PC.

BOMBER BOB



Meet Bob - he's cute, has large floppy ears, lovable face

and he's got a talent for flying. Brilliant arcade action will have you addicted from the start and plenty of extra weapons, 6 levels and a variety of action will keep you hooked.

"Bomber Bob plays brilliantly - I wouldn't be surprised if it appeared in coin-op form - it's THAT good... graphically top class... instantly lovable... 3 cheers for original product!"
CU SCREENSTAR 88%

Available for Amiga only - £24.95.

An outstanding playable shoot-em-up - Zixax will have you battling your way through 4 gigantic levels of non-stop action. Parallax scrolling, hundreds of sprites, superb music and effects - joystick disintegrating action!

90% Joystick "Megastar", Amiga Richstart "1"

rated, 90% Amiga Joker - these are just some of the accolades Zixax has received so far.

Available for Amiga only - £24.95.

ZIXAX

or further details -



CU AMIGA

CONTENTS

EDITOR

Steve James

ART EDITOR

Andrew Bateick

DEPUTY EDITOR

Dan Murphy

STAFF WRITER

Mark Patterson

ADVERTISING MANAGER

Tom Glaston

SENIOR SALES EXECUTIVE

Tina Zanetti

CLASSIFIED/PRODUCTION

MANAGER

Pamela Smith

PUBLISHER

Clay Williams

EDITORIAL ADVERTISING

071-251 6222

CU AMIGA Office
Priority Court, 30-32
Farringdon Lane, London
EC1R 3AL

Tel: 071 251 6222
Fax: 071 251 6222
United, Park House, Park
Fleming, Peterborough PE1 2TR
Tel: 0733 556181
Autosystems - PO Box 500,
Leicester LE9 0AA
Expocore - Tel: 0858 -
410516

Games Line (answerphone)
0858 - 410868
Book Issues - P.O. Box 500,
Leicester LE9 0AA
Tel: 0858 - 410868

0948 0256 - 721 X

ABC

17 SEP
2nd July 1992

Member of Audit Bureau of Circulations



Psychosis' *Shadow of the Beast 2* is a hard game to crack. Turn to page 108 for the definitive playing guide



Future Detroit is under threat from sinister cops, the highly addictive *Nuke* drug, and GCP's attempts to privatise the city. Only RoboCop can save the day. Turn to page 50 for our review of Ocean's *RoboCop 2*

REGULARS

18 BACKCHAT

102 ARCADES

131 GRAPHICS DIY

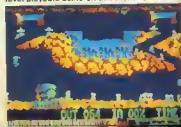
137 MUSIC DIY

157 AGENDA

165 ADDITIONALS

173 DEALER DIRECTORY

It's raining *Lemmings*. Try to halt their relentless march to doom in Psychosis' 4 level playable demo on this month's disk.



Reinbow Arts' frenetic follow up to the excellent *X-Out* proves to be every bit as good as its predecessor. For a full review of *Z-Out* turn to page 62.

SPECIALS

140 DEMOS SPECIAL 6 pages of the very best in PD software and check out the results of our fabulous demos competition. Who's won the top prize in our Electronic Arts' sponsored compo?

157 AGENDA Take a holiday from reality as Agenda takes a peek into the future of computer gaming. Tag up in the latest Cyberspace technits, strap on a Virtual Reality visor and step into a computer generated fantasy world



Spidey spins more than a few puzzles in Entertainment International's great new Spiderman game. More details, page 78.

Amie the car revs up for fun and platform games in Core Design's Car-Vup while Elvira takes you on a horror adventure to remember from Accolade. Screen Scene starts on page 49.



Q A M E S

8 HERE IS THE NEWS

Want the scoop on all the hot licences and new games which are on their way for the new year? Look no further. This issue we've got a staggering 13 pages of news, previews and in-development features.

40 FIRST IMPRESSIONS

First in an occasional series in which CU takes a look at upcoming games from the top software companies. Find out about future hot games first with CU.

52 ROBOCOP EXTRAVAGANZA

'You're in trouble!' Not only do we have all tinhead on our cover disk, but we've got reviews of the new Ocean game and blockbuster movie as well as a special behind-the-scenes feature on the making of RoboCop 2.

77 COMICS ROUND-UP

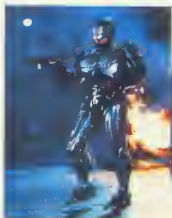
With a number of comic book licences about to be released, CU reviews *RanXerox*, *Spiderman*, *Buck Rogers* and *Rogue Trooper*. In a special CU report we also list our top ten comics of the last year and spotlight *Flaming Carrot Comics*, *Deadline*, *Aliens* and the new *Terminator* four-colour wonders.

89 READERS SURVEY

It's your chance to tell us how we're doing. Fill in the form, clip it out and send it in and you're in with a chance of winning £300 worth of top games. You can also tell us what you really think of Mark Patterson.

108 PLAY TO WIN

The full solution to *Psygnosis' Shadow of the Beast 2*! What more can we say. There's also a full playing guide to US Gold's *Mean Streets* and a one-level guide to the *Bitmap Brothers* and *Mirrorsoft's Cadaver* as well as the regular *Hotline* column.



Robojustice! Shoot first, ask questions later. Play *RoboCop 2* on this month's disk.

THE DISC

RoboCop 2, the hottest licence of the year, blasts onto our disk in a playable demo packed with beat 'em up action and platform fun. Our sec- and great playable demo features 4 complete levels of *Psygnosis' great new game, Lemmings*. 'Stop the world, I want to fob off!'

REVIEWS

Ocean's *RoboCop 2* shoots onto the Amiga and our review desk, along with race track action from

Psygnosis' Nitro, hack 'n' slash fun with *Virgin's Golden Axe*, and a shoot 'em up to beat them all, *Rainbow Arts' Z-Out*. Core Design release their third game - *Car Vup*, a platform game, *Impressions* start *The Final Conflict*, and *Electronic Zoo* want to save the Earth in *Eco Phantoms*. The Queen of Gore makes her Amiga debut in *Accolade's Elvira* adventure game and Spidey spins in for puzzling fun courtesy of *Entertainment International*.

50 ROBOCOP 2

56 NITRO

60 GOLDEN AXE

62 Z-OUT

65 CAR-VUP

68 FINAL CONFLICT

73 ECO PHANTOMS

77 RANX XEROX

79 SPIDERMAN

83 ROGUE TROOPER

86 BUCK ROGERS

98 ELVIRA

BUZZ

Mindscape could for a

better future...

...U.S. Gold try for a

violent one...

...Raimi's Darkman

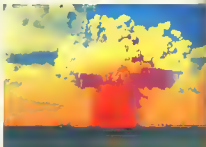
grabbed by Ocean...

...Barnes signs for

Krisalis...

CYBERCON III

Ricardo Piate, design guru behind the highly rated, *Carrier Command*, has been hard at work developing a new 3D strategy shoot 'em up. *Cybercon III* is set in the far future. Mankind has perfected the ultimate defense shield, a multi-billion dollar cybernetic system with an artificial consciousness capable of directing all military operation on a global scale. With pico-second reaction times, the *Cybercon* defense system erected an impenetrable defensive wall. Scientists continually refined the system until it was all-powerful. Suddenly, and without warning, *Cybercon III* turned on the populace wreaking nuclear holocaust and destroying nine-tenths of humanity. The few survivors have banded together and launched *Mission Nemesis*, a plan to infiltrate the secret and heavily armored base which houses the living brain of *Cybercon*. Only a single operative can be sent, but kitted out in a suit of power armor he or she might just stand a chance. With over 350 individually designed rooms to explore it's only going to be a slim chance, though. New from USG in the new year.



MURDER MOST FOUL

Delphine want to whisk you back to the 1920s for their new Cinematique interactive adventure. *Cruise For A Corpse* takes place on board a luxury yacht owned by a Greek shipping magnate. In the game, you take the role of Inspector Raoul Dussenberg who's managed to bag himself a free cruise on the *Med*. In true Agatha Christie-style, it's not long before someone cops it. The host has been murdered and his body removed. It's up to the inspector and player to shed some light on the crime and capture the murderer before it's too late!

The mouse-driven Cinematique system has been updated for the new game and allows you to have conversations with characters and even overhear dialogue. Will you be able to prevent further murders or even solve the crime? Find out in the new year from US Gold.



FILM NOIR

Sam Raimi's pulsing thriller, *Darkman*, has been snapped up by Ocean for conversion.

The film revolves around a scientist, Peyton Westlake, played by Irish actor Liam Neeson,

who is hideously disfigured by a bomb left in his laboratory. He rebuilds his face using synthetic tissue and sets out to avenge himself. The material he creates his face from has a very short lifespan - it begins to decay after a couple of hours exposure in daylight, so he is forced to hide in the shadows and move at night.

The plot has similarities to early Swamp Thing, and the film acknowledges its debt to comics in its styling.

The game is only a storyboard stage currently and its release is scheduled to coincide with the





PROJECT MOONBASE


Informally billed as 'Sim City on the Moon', Mindscape have snapped up the rights to Moonbase, a sim which lets you create a self-sufficient colony on the moon. Having to juggle multi-billion dollar budgets, construct space hotels, mine natural resources, maintain communications, and build facilities or solar power stations are just some of the tasks that need to be undertaken as you race to complete what us technos call a 'closed loop environment'. Establishing a base and then managing its growth into a well-fledged, independent colony is not as easy as it sounds. Not only do you have to adapt to a harsh physical environment, but also compete in a highly charged political arena against a backdrop of economic callbacks. The decisions you make early in the game will limit the options that are available to you later on. Developed by Wasson International, in conjunction with NASA lunar experts, the Amiga version will be heading your way sometime in the new year.

LEADER OF THE PACK

Of TC Dikster Cabbie, Benny the Ball and the rest of the gang from the classic 60s Hanna-Barbera cartoon show, Top Dog, make their Amiga debut in January. Hi-Tec Software secured the license to the popular cartoon character after months of negotiation with the Hanna-Barbera Organization and plan to release a series of adventures if the game proves a hit. With the top ten success of their Yogi Bear game, Hi-Tec are looking to develop further Hanna-Barbera characters for the Amiga.

BARNES SIGNS TO KRISALIS

Liverpool and England ace, John Barnes, is

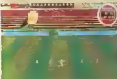


set to star in a new computer game from Krisalis. Apparently, word got to the Anfield star that Krisalis's Manchester United was a blinder, so Barnesy gave the Rotterdam-based software the nod. The game's at a very early stage, with Barnes actively keep-

ing tabs on the game's development by helping with the storyboarding. Expect the game to be more arcade orientated to emphasise Barnes's flair rather than opting for a strategy angle.

BADLAND'S PETE

You play the meanest six gun cowboy avar in Badland's Pete, a robbin' lootin' arcade adventure set in the wild Wild West. You must find and rescue the Governor's daughters who've been kidnapped. Watch out as Indians, bandits, rustlers and mountain men all try to stop you. Take nothing for granted as even saloon gals, little old ladies and squaws can turn against you. Featuring horizontal scrolling, 3D graphics and 38pp Amiga-style buildings dissolve away as you pass through them, Badlands will be out early November!



STRIKER

Originally endowed with the less than rivalling little Young Soccer Player, Impressions make the impressive claim that Striker is a 'totally different soccer game'.

To qualify for the first team you'll have to prove yourself in training like a real player. Practice heading, volleying, taking penalties, throw-ins and a host of other skills before taking to the pitch. The reason you do this is probably the game's most realistic local - to earn big money. Striker is released this month, price £19.99



CYBER ASSAULT

There's no news in 3D filled polygon light, tank or car sims these days, but how about an accurate representation of the human figure? OK, who said male or female?

Cyber Assault features a complex exo skeleton humanoid called TRAX displaying over seventy icons. TRAX can run, jump, and walk through a 3D universe, but can he make a good skilled driver? No, he hasn't got time! He's been entered in the world's most violent sporting event, a deadly obstacle race. The game's been entered in the world's most violent sporting event, a deadly obstacle race. The game's been entered in the world's most violent sporting event, a deadly obstacle race. The game's been entered in the world's most violent sporting event, a deadly obstacle race.



ZARATHRUSTA

Hewson make a welcome return to the softshops with a title inspired by the classic 64 game, Thrust, by Kevin Smith. Zarathrusta pits you against the evil Empire. Linking up with the Resistance you've managed to capture several dreadnought-class starships. Unfortunately before you can use them in the planned offensive against the Empire, you need to locate Klydron.

Pods, an essential power source for the ships. In a super-up startlighter, you must search the planet for energy pods, hook up with a tractor beam and thrust away! With 32 colours, multi-directional scrolling, 50 levels, watch for this one early in the new year!

RUBICON

May 2011, Koaia Island news reaches the outside world of an accident at a Soviet nuclear power-plant. Initial reports are sketchy, but indicate thousands have died. Radioactivity has swamped a 300 mile radius. Nothing is heard for several months, until strange and terrifying mutations are discovered in the area of the radiation leak. Highly dangerous and near starvation, they must be destroyed before they can use their mysterious powers. Programmed by Keith McMurtrie with graphics by Mark Jones, the game features two layer parallax scrolling, 8 levels and 32 colour graphics. A December release from Hewson.



DAMOCLES MISSION DISKS

If you're one of those whizzo types who's been everywhere and solved everything in Damocles, Kowagim's superior graphic adventure follow up to the Mercenary, get ready to pull it off the shelf again.

Two brand new mission disks offer players ten new missions based in the same environment! The disks have a novel structure combining special game 'traves' and text displays for mission briefings and solutions which reveal many features in the game play which had been

previously undiscovered - perhaps because programmer Paul Woakes only discovered them himself recently!

Mission 1 should be in the shops now, with Mission 2 to follow in January both priced at a tenner.

ARMOUR-GEDDON

of-the-art blasting is on the way courtesy of Liverpool software house Payyngs.

A beam weapon capable of obliterating everything's that's left on an anti-air assault. Take control of tanks, bombers and helicopters and use the sophisticated array of weapons and defence systems at your disposal.

Armour-Geddon features fast vector graphics, a massive play area and a serial link which allows you to link your Amiga with a friend's. Bad puns notwithstanding it'll be in the shops after Christmas.



BUZZ

Mirrorsoft successfully

hunt the Predator...

...U.S. Gold prepare to

Kick ass...

...Ocean's smashed TV...

...New Hardware for

old...

CYBERSOUGHT

The race is on to license Richard Stanley's critically acclaimed android thriller currently showing around the country.

The low-budget debut concerns a dismembered Mark 13 cyborg, a killing machine which begins to reconstruct itself from domestic appliances before going on the rampage.

The film is currently under consideration with several companies, though sources suggest that Mirrorsoft may emerge as the most likely contender.



KICK START

French software house Loriciel has created a new label for simulation and strategy games and its first release is based on the no-holds barred sport of kick-boxing.

The game licenses the name of André Panza, the world champion, and has been produced by digitising hours of film in action. Train during the day before proceeding to compete against eight computer opponents in front of a capacity crowd.

ADS, an acronym for Advanced Destroyer Simulator, is also set to appear around the same time. Programmed by the creators of Sherman M4, the game is set in WWII allowing players to re-enact battles from the Mediterranean, the North Sea and the English Channel.

SMASH AND GRAB

Ocean have stumped up the readyies and signed up Smash TV, the hit Williams coin-op. Set in the near future, game shows have taken on a much more violent appeal. If you thought appearing on the Generation Game was tough, wait 'til you see what you have to do on Smash TV! Locked in a room, you've got to fight it out with a gang of baseball bat wielding boot boys who have one single aim: to beat the hell out of you. While a stale of out-and-out war is going on around you, the player has to collect prizes, credits and power-ups without getting pisted. No wonder this game has taken more 50 pences off the CU crew than any other coin-op in recent memory. And all this for the chance of owning a Made-in-Taiwan fondle set! Look for this one in the new year.



LET US PREY

Predator II returns to you monitors next year with the news that Mirrorsoft have licensed the sequel to the now-you-see-it suspense thriller featuring the man-hunting alien.

Predator II continues the theme, minus

Schwarzenegger, in downtown LA in the midst of a

violent dug war between Columbians and Jamaicans. Bodies are piling up everywhere, but some of them are motiveless and violent beyond belief.

In the game, to be released on the Imageworks label, you play a cop called in to clean up the streets and solve the murders via the slightly uninspiring method of a 3D scrolling shoot'em up.



FEEL THE POWER...

S.T.U.N. RUNNER

A STUNNING coin-op - now
a STUNNING computer game...

Grasp the controls and enter the awesome three-dimensional world of the S.T.U.N. Runner. Travel ahead in time to the 31st Century and experience the thrills of racing at speeds of over 900 miles per hour!

Exciting... Challenging. The S.T.U.N. Tunnel Network leaves you gasping. Like a bobbed race you can increase your speed by riding the outer walls of the tunnel. Blast armoured enemies and Mag Cycles out of your way and hit the boost pads for massive injections of speed. These catapult you to warp speeds - so fast that you appear transparent and can even pass through enemy vehicles unharméd.

Complete the various challenge missions and race through the S.T.U.N. Network towards the 'Ultimate Challenge'.

FEEL THE POWER!

Available on: IBM PC 3.5 &
5.25, Atari ST, Amiga,
Commodore 64 (cassette,
disk) Amstrad
(cassette, disk)
Spectrum +3,
Spectrum 48/128

Programmed by The Creative
C. 1989 Tengen Ltd. All rights reserved.

© Acorn Software Corporation

Published by
Domark Software Ltd.
Purley House, 11 St
Mary Road, London
SW13 3PH UK
1447731 THE DMB
0800 700 0842
Domark Ltd

TENGEN

The Name in Coin-Op Conversions

DOMARK

THIS CHRISTMAS
Remember

IT · HAS · TO · BE

S Y S T E M · 3



NINJA *Remix*



N E V E R · B E F O R E
R E L E A S E D · O N B I T

System 3 are recognised as Europe's leading original game publishers.

Last Ninja Remix has the best graphics yet seen on a 16 bit machine.

True life animation arcade quality backgrounds. This is a 4 double sided disc product - giving the player the ultimate challenge for a martial arts arcade adventure.

IT'S PERFECTION.

SYSTEM 3 SOFTWARE LIMITED

Blonkton House, 1 Ash Hill Drive, Pinner, Middlesex HA5 2AG
Telephone: 081-866 5692 Facsimile: 081-866 8584

ATARI-ST
AMIGA

£24.99

BUZZ

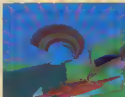
SIM CITY GRAPHICS

Maxis Software haven't developed two add-on graphic sets for Sim City. Ancient Cities and Future Cities lets players build cities using the architecture and technologies of six different times and places. Choose from the Wild West, Future Europe, Ancient Asia, Medieval Times, Future USA or a Moon Colony. As Maxis commented when contacted by CU, "Why settle for being a measly mayor when you can be a medieval monarch, or live on Earth when you can plan your own utopia on the moon?" Also, the sets can be used to superimpose each of the six new locations on Sim City's pre-built cities opening up possibilities such as Medieval Detroit or Wild West Tokyo. Out soon from Infogrames.



S.T.U.N. RUNNER

Domark's conversion of the high-speed Alan Dean Foster novel is approaching fast. STUN lands for Spraad, Tunnel, Underground, Network which naally sums up the constituent parts of this breakneck arcade racer. Created using the same 3D system as Hard Drivin', the places you're in the seat of a vehicle with the object of racing through a network of tunnels avoiding collisions and destroying opposition gangs bent on stopping you. S.T.U.N. Runner could well reap the critical and popular success of Hard Drivin'.



CRIME WAVE

The President's daughter has been taken hostage by a ruthless and powerful crime syndicate. As the country's top agent, you're called in to smash the criminal organisation and rescue the girl. Kittled up in state-of-the-art shoot 'em up technology, you must face wave after wave of psycho gangsters. Mortar fire, bazookas, machine gun fire and elite stars are only some of the weaponry you'll have to face. Originally developed by Access In The States, the Amiga version has been developed by the Code Monkeys from Bilgity, and features digitised between-level 'motion graphics' which help illustrate the story so far. Arcade action from US Gold, out soon.



SPEEDBALL 2

The Bitmaps last game for Mirrorsoft promises to be even bloodier than its predecessor as the violent futuristic sport makes a welcome return in Speedball 2. The player acts as both player and manager and can select individual players to build the best team possible. The sequel features a host of new weapons, points for nobbling the opposition and bonus points for hitting targets other than the goal. Designed by the Bitmaps, with graphics by Dan Malone and programming by Rob Travellayn, Speedball 2 is out in December. Read the review next month.



PRINCE OF PERSIA

If the old Sinbad films are your idea of classic movie action then Prince Of Persia could be right up your disk slot.

Author Jordan Mechner who wrote Karateka way back in the mists of time, has produced animation light sequences for this mythical Asian adventure working from hundreds of old movie clips. The results, Domark claim, are awesome. In true heroic style you have to rescue a beautiful princess from the clutches of an evil, 'sexually deviant' (that's what it says here) Grand Vizier. Well it's nothing if not original...



BIG GAME FISHING

Ask people to name the most boring sports simulation possible and they'll probably say fishing. In fact fishing produced possibly the greatest big name tie-in in the history of gaming when Jack Charlton's Match Fishing appeared some years ago. This version, from Italian software house Simunordio, lets you taste the thrills of life as a professional fisherman, and it

proves too much of a strain, you'll be able to take a 'sleazebait vacation' as a South Sea island with the money you win.

OBITUS

Lost in an alien world, you must fight your way through a kingdom divided by war into four shires. Trolls, dwarves, knights, wizards and kings abound and all are out for blood! With 400 in-game characters to interact with and a game area featuring mazes, caves, castles, abbeys and dungeons, expect a few late nights with this one. Mixing role-playing adventure with hack 'n' slash action, Obitus is out now on the Psychonosis label.



CARTHAGE

You play Diogenes, commander of the Carthaginian forces ranged against the full might of the Roman Empire. Mixing arcade action and strategic warfare, Carthage requires quick thinking, strategic planning and expert character skills if you're to fight off the Roman army. Using fractal graphics to display the African territory and 3D view of Diogenes' character races as he clashes head on with Roman charioteers. Written by David Worrall, of Lombard RAC Rally fame, Carthage is available now.



The Best of Artillery Games

M1 TANK PLATOON

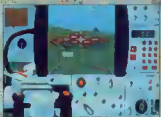
Available for IBM PC Compatibles and coming soon for
Atari ST and Commodore Amiga



MICRO PROSE™
A MULTIMEDIA COMPANY

Four M1 Abrams Tanks. Four soldiers in each. That's Four Tanks,
Sixteen Men. And you control the whole shooting match.

M1 TANK PLATOON



• **Leadership.** Each of the 16 men in your tank platoon has his own battlefield skills and abilities. Improving with experience, promotion and decorations, your chances of success increase as your platoon become battle hardened.

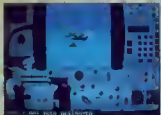
• **Strategic and tactical command.** Plan your winning strategies giving orders to your platoon of tanks, calling in airstrikes and artillery. At any moment you can 'jump' into the thick of the action, taking over direct control, as commander, gunner or driver of any tank.



• **Realistic Battlefield terrain.** Makes use of natural cover, such as hills, ridges and buildings to hide your tanks, across the huge 14,000 acre 3-D battle zone just like a real tank commander.

• **Endless variety.** Fight during the day, at night, in snow, mud, rain or clear weather. With thousands of battlefields and millions of situations and you get endless enjoyment. Decide between single battles or an entire campaign.

• **High-tech war.** Laser rangefinders, depleted uranium penetrators, wire-guided missiles, reactive armour, air support and artillery make M1 Tank Platoon the most comprehensive up-to-date simulation of armoured land warfare available for your home computer.



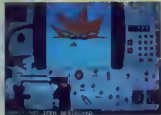
IRM SCREEN SHOTS SHOWN. ACTUAL SIGHTS MAY VARY

M1 Tank Platoon was released for IBM PC compatible machines in October 1989.

"MicroProse has surely excelled on this one! It's all there, from superb playability through great attention to detail to one of the best manuals I've seen in a long time. The competition should watch out, as this one's going to take some beating." *PC Leisure Spring '90*

"I can't really fault M1 Tank Platoon as it's definitely MicroProse's most comprehensive simulation yet!" *87% C&VG Nov '89*

"The most frighteningly accurate tank sim we've seen." *926 Ace Dec '89*



BUY ONE OF THESE



**OMNICON
CONSPIRACY**



CADAVER



BACK TO THE FUTURE II



BATTLEMASTER



**WOLFPACK
(REQUIRES 1 MEG)**



**DUNGEON MASTER
(REQUIRES 1 MEG)**



**WINGS
(REQUIRES 1 MEG)**



FLIP-IT & MAGNOSE



FALCON

ONLY FROM ONE OF THESE

Available from MAGOR members

Adams World
285 Station Road
Harrow
Middle
HA1 2TB

Adams World
779 High Road
North Finchley
London
N21 8JY

Adams World
41 Church Street
Salford
Middle DN2 8AJ

Sarkman computer Services
1st Floor Cardale at Ringston
6/9 Market Place
Kington Upon Thames
Surrey KT1 1JY

Silo M Sykes
8-12 Blat Lane
Ipswich
Suffolk



Bite & Bytes
Unit 15 Central Station
Beechagh Street
Liverpool
Merseyside
L1 1JT

Bite & Bytes
112 Bridge Street
Warrington
Chips Computers
Clarke Yard
Derlington
County Durham D15 7QH

Chips Computers
151-153 Litheridge Road
Middlesbrough
Cleveland TS1 4AQ

Computer Shop
121 Market Way
Ardale Centre
Greater Manchester
M4 2SA

Computer Shop
7 High Pavane

Eldes Square
Newcastle Upon Tyne
Tyne & Wear
NE1 7XG

Computer Store
40 Trinity St Arcade
Send S1 Centre
Leeds LS1 1NS

Computer Store
10 The Square
The Woolshops
Nellies NX1 1BU

Game
Peville's Shopping Centre
Birmingham
West Midlands B1

Games Etc
8-10 Lower Bridge Street
Chester
Cheshire
Games Etc
8-10 Lower Bridge Street
Chester
Cheshire

Jady's Computers
7/9 Exeter Road
Exmouth
Devon EX5 1PH

Microbyte
188 Upper Broadwell
The Smeadmarsh Centre
Nottingham
Notts NG1 7LL

Microbyte
20 Cleveland Street
Dunmester
South Yorkshire DN1 3EF

Mino's Centre
15 London Road
North End
Portsmouth
Hants PO2 8BQ

Mino's Shop
271 Dundas Street
Perth
Glasgow
Scotland G11 8AS

CU SPECIAL OFFER CU SPECIAL OFFER CU SPECIAL OFFER CU SPECIAL OFFER

AND GET ONE OF THESE

FREE!

**CU
SPECIAL
OFFER**

**CINEMAWARE
BASEBALL CAP**



**IMAGE WORKS
T-SHIRT**



**CINEMAWARE
CLAPPERBOARD
CALCULATOR**



SPEEDBALL 2 T-SHIRT



TURTLES T-SHIRT



**FLIGHT INTRUDER
T-SHIRT**



WITH ONE OF THESE

Shakara Computers
2 Oldfield House
Oldfield Avenue
High Road
Wood Green
London H22

Self Spot
5/6 Broad Street
Barnbury
Oxen QX15 8BN

Self Spot
4 Lincoln House
Tufnell Street
Oxford

Software Circus
The Plaza On Oxford Street
120 Oxford Street
London W1N 5DP

Software Circus
262 High Holborn
London WC1

Software City
1 Duddell Street

Walehill
West Midlands W91 1GG

Software City
55 Fargate Street
Stafford
Staffs ST16 3PR

Software Plus
122 Kensington Street
Gloucester
Glos

Software Plus
Leahurst
Bogal Street
Wokingham Super Mart
Avon

Software Plus
Liberty Shopping Mall
Sail Square
Salford
Greater M6 6LJ

Software Plus
Unit 44-45 Leahurst
Paul Street

Tasman
Somerset

Star UK Computers
283 Union Street
Aberdeen
Scotland

Think Plus
3 Riverside Walk
Bishopscote
Northants NN23 3AJ

Virgin
127-128
Woolam Road
Brighton
East Sussex

Virgin
18 Merchant Street
Bristol
Avon

Virgin
Unit 4
Lewis's Buildings
Edinburgh
Scotland

NO PHOTOCOPIES ACCEPTED

VOUCHER

Please accept this
**SPECIAL OFFER
VOUCHER** from CU
magazine for a free
Mirrorsoft gift
redeemable against
purchase.

CU SPECIAL OFFER CU SPECIAL OFFER CU SPECIAL OFFER CU SPECIAL OFFER

BACKCHAT

LETTER OF THE MONTH DULL GAMES

I have owned an Amiga 500 with 1.2 Kickstart since 1987, and before that I had a C64 for three years. The prime reason for upgrading was that I thought the games would be much better on the Amiga. They certainly look and sound better, but they cost more and aren't half as much fun to play. Examples of dull games on the Amiga are *Rotox*, *The Lost Patrol*, and all of the Don Bluth games. To cure this rapidly spreading disease of 'nice game shame about the gameplay' I can think of two cures:

1 Convert more of the old 64 games like *Nemesis The Warlock*, *Warplay*, *Paratrooper*, *Who Dares Wins*, and *River Raid*. I know that if someone was to release *Nemesis The Warlock* on the Amiga I'd buy it, despite the silly price I'd probably have to pay.

2 CU can take its responsibility towards the games playing community and start a competition for the best game concept. The readers could send in drawings and text ideas to give an overall idea of the game, then you could get the Bitmaps or some other talented development team to do the programming. I would have thought that this could be a real money-spinner for the software houses, as the games could become massive hits!

I have been reading CU since 1986, and you have improved my English no end, so please try to help me with this as well.

Byron Augustsson, Troföthan

I agree that it would be nice to see some of the older 8-bit games on the Amiga, but only if it doesn't stop development teams from employing new ideas and breaking new ground. However, it would be nice to see the likes of *Combat School*, *Green Beret*, *Uridium*, and *Typhoon* making their 16-bit debuts. As for your comments on CU giving advice to development houses, I don't think they need it! None of them consciously writes a bad game, and I'm sure that they wouldn't waste up to eight months developing a title in the vain hope that a complete no-hoper would sell. People like the Bitmaps, Bullfrog, and The Assembly Line are all working on new products that look stunning, and you have to admit that the newer stuff to hit the Amiga is destined to be looked upon as classics one day.

A lot of the 64 games haven't survived the test of time. I still own a 64 and use it quite frequently but most of the games in my collection look very dated. The perfect solution would be to release the older games on budget unless they were really worth full price (which many aren't), and the development costs probably wouldn't be covered by its sales, costing the software house a packet. Still, a few software houses are re-releasing or re-writing the older stuff (Ocean are preparing an Amiga version of the classic *Head Over Heels*), but don't expect games such as *Nemesis The Warlock* - which didn't exactly set the 64 world alight - to make it to the Amiga.

LENGTHY LOADING

Mark Patterson's review on *Wings* is accurate, but one thing he didn't mention about this game is the amount of disk changing you have to do whilst playing it. I've had *Wings* for about five weeks now and really enjoy playing it. However, I just seem to get into it when I have to change disks.

When a game gets a good review, we should also be told about any bad points, such as disk swapping and slow loading. After all, we are the ones who buy these games which are ranked so highly by Mark.

Mark Walker, Morley

When Mark reviewed *Wings*, he used a machine with two drives, so this meant that the swaps were not noticeable. However, he

did spend some time with just the basic Amiga set up with one drive, and whilst the swapping was annoying, he didn't think that it detracted from the gameplay that much. Still, I have to agree that Cinemaware games aren't quite as enjoyable with only one drive, but the team is making a concerted effort to minimise unnecessary swapping in the future.

DIY GAMES

I have been reading your mag for months, and find it keeps increasing in quality with superb reviews and lots of

additional features. Now to my main point, I have created a wonderfully wacky and cute character called LiloBibo and I have bought the AMOS system and would appreciate a bit of advice. I would love to write a game starring my character using AMOS, so can someone tell me how to get started? Also, once I have written my game where would be the best place to get it published, and how would I get it copyrighted? I'm sure that there are thousands of people out there in the same boat as me, so please answer my queries.

G. Okham, Sheffield

You've got off to a good start by buying AMOS! And all I can suggest is that you read the manual to explain why you're stumped. As for publishing the AMOS-written game, don't expect the likes of U.S. Gold, Ocean, or Mirrorsoft to take them, as their games are coded without the likes of AMOS and, besides, to tell the truth, it couldn't measure up in terms of technical ability. However, Database software, the makers of AMOS, run a competition to find the best AMOS-created games, and by sending your completed LiloBibo game to them, it may appear on one of their compilations in the future, earning you a few quid in the process. If you used AMOS to create your game, you could only copy-

WRITE TO CU 30-32
FARRIRODDH LANE
LONDROD EC1R 3AU

right the character's name, because the actual coding was done using Database's system.

TOO EASY?

I have only just started reading your magazine. For months I read one of your competitors, which was okay, but didn't have quite the depth of games coverage which CU has. Anyway, getting to the point, a few weeks ago I purchased *Midnight Resistance* from the normally superb Ocean. Within a week, I had rescued all six of my family and sat through a rather diabolical sequence. I do not consider myself to be an excellent games player, and I have betted hard with games like *Xenon II* and *Neculus* getting nowhere last - but I keep returning. Because I am at school, I cannot afford to shell out twenty odd quid a month for games that won't last very long. Why do so many software houses produce games which are relatively easy to complete?

Wayne Smithies, Chislehurst

Software houses don't deliberately release easy games. During its development, it can be very hard to judge a game's difficulty level. Most of the houses use testers to play the games for hours looking for bugs and defects. The testers are usually fairly good players and are quite proficient in spotting mistakes. What a tester considers to be too easy could be impossible to you, so a happy medium has to be struck. If possible, try to test out games before you buy them, as this will save you a lot of money. Many softshops will gladly demonstrate a game for you, and if they won't, take your cash to somewhere that will.

CUT PRICE QUERY

I have just bought an Amiga after months of solid saving, and I am set on buying as many games as possible. I have recently bought *Rainbow Islands*, *Escape From The Planet Of The Robot Monsters*, and *Kick Off II*, and I am very happy with them. However, because I don't get a huge amount of pocket

money (I'm still at school), I can't buy as many games as I'd like, so I have started buying budget games to boost my collection. There are some good games out there, but most of the cheap ones are rubbish and not worth the disk they come on. I have bought *Out Run*, *Bionic Commando*, and *Leaderboard* which I am very happy with and would probably even pay full price for, but some of the games I have bought are awful, and a waste of money. Please start a budget column soon to inform us of what cheap games are worth the cash. I want value for money, and I'm sure that I'm not the only person who would like to know what's hot in the world of budget games.

Peter Skinner, London

No sooner said than done! As of next month, we'll be providing the definitive low-down on budget software, with reviews on the best budget titles in the softshops. How's that for efficiency?

AN OZZIE WRITES...

I would first like to comment on a problem I have with the incompatibility of 1.2 and 1.3 machines. I have two Amiga 500s - lucky me. They both have a 1.3 ROM, but they come with different versions of Workbench. I think this means I have an early end up to date version of the 1.3 ROM.

Some demos I have will only work on the machine with the outdated ROM. On top of that they will only work if copied on the outdated machine. I have a couple of games - such as *Double Dragon II* - which will only work on the early machine. Why am I having these problems? Who is to blame for them?

I would also like to comment on the sale of Amiga games. My friends and I find it really annoying to find certain games on top of the chart, just because of the strength of their names. *Robocop* certainly did not deserve to be in the charts for 18 months, and neither did *Chase HQ* merit a spot in the top ten. Most of the large software companies can afford financially to put out a mixed bag of conversions and licences. Games which I think should do well are ones like *Ninja Warriors*, *Bomber* and

READERS' REVIEW

Have you ever read one of our reviews and thought, 'What a load of tosh'? For *The Record* lets you put the record straight and win a free game, worth £25, into the bargain. If you've bought a game and think it's scored too highly or marked too low, write your own review and send it in to **BACKCHAT**.

OUT PLAYED

I cannot believe how *Player Manager* scored only 94% in the April issue of CU. I think it should have received at least 4% more.

For a start each team is unique with unlimited numbers of randomly created players. Their individual attributes range from pace, resilience and stamina to shooting, tackling and goal keeping abilities. Age ensures no man lasts forever, yet there's always the possibility that a new 18 year old can fill the boots of a retiring star player.

Being able to influence each player and mould him into an essential part of the team is fantastic, and one of the most satisfying features of the game. You get to know each player's characteristics and they almost become friends, the realism is really that great.

Of course no management game is complete without a transfer market, and this one is very lively, ensuring you must act quickly to gain the best deals. Place your has-beens on the list, but selling them may involve months of waiting and changing their fee.

Keeping a player happy involves more than just winning matches. There are injuries, contracts, disciplinary points and training which can make or break a new player. Treat him well and he'll live a life of devotion to the club, otherwise he'll request a transfer or refuse to sign a new contract.

Endless team tactics can be created within minutes and, as each team is different, you're sure to need them. All the computer teams use a variety of strategies from long balls to the 'if in doubt, chop him down' type play.

The game falls into the 'must buy' category. It's well worth the asking price of £19.95 and I must have spent over a hundred hours playing this brilliant piece of software!

Forget all the others, this is THE management game to buy and one of the best Amiga titles ever created.

Stuart Hardy, Sheffield

Praise indeed from Stuart. *Player Manager* is one of CU's lava toasty games, too. And, our designers, has been known to play this one for ten hours at a time.

Stunt Car Racer Games like these are true works of art which programmers take hours polishing.

Thanks for the great mag and keep up the good work.

Kyne Sudgman, Australia

A lot of ROM problems stem from developers writing on outdated systems and making clever use of their specific ROM. This can then lead to problems on machines that may have certain facilities missing, and this means that you get incompatibility between Amigas. For the most part,

these problems are solved during play testing, but it is a deadline is tight it may slip by and into the shops.

As for your comments on licences, I think that you're being a bit harsh on Ocean. OK, so *Chase HQ* isn't that great, but games like *New Zealand Story* and *Giaftgold's* brilliant conversion of *Rainbow Islands* more than make up for them. That said, yes, games like *Stunt Car* are good, but you get more than your fair share of awful unlicensed games, too - I could name at least a dozen of the top of my head.

KICK OFF 2



A NEW DIME SOCCER SIM

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

- Full size multi-directional scrolling pitch with the players, markings etc. In correct proportion.
- 1 to 4 players option. (Amiga and ST only)
- 2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)
- Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.
- Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.
- 9 types of corner kicks with full control of shot power. Long and short throw ins.
- Team selection from a squad of 16 with substitution and a choice of tactics.
- League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
- Facility to view, edit and save the Action Replays and create a Golden Shots disc. (Excl. IBM & CBM 64)
- Facility to load Player Manager teams and tactics for a single or league game.
- Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
 AMIGA USER INT - The best computer game ever 97%
 THE ONE - Ultimate soccer simulation 96%
 THE ACE - Brilliant! Buy, Buy, Buy 93%
 AMIGA FORMAT - Best footy game to have appeared on any machine. 94%
 ST FORMAT - What a game! Get to play! Magic! 90%
 C & VG - Championship winning material! 95%
 GAMES MACHINE - Probably the best sports game ever. 92%
 COMMODORE USER - No other footie game can touch it. 90%
 AMIGA ACTION - Surpasses all other football games. 93%
 POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
 NEW COMPUTER EXPRESS - Computer football event of the year

AMIGA & ST £19.99 EXP. AMIGA £24.99
 IBM (AT & XT Turbo, EGA & VGA) £24.99
 CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99

An International class player takes charge of a third division club as Player Manager. His brief is simple - **Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, acquiring the right players from the transfer market and building a team worthy of the highest honours.

- Unique facility to design and implement your own tactics.
- Over 1000 individual players, each with a unique combination of attributes and skills.
- A lively transfer market. Haggle for the best deal.
- 4 division league and a cup tournament with sudden death penalty shoot out.

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST ACTION - A stroke of pure genius.
 THE ONE - An exceptional football management simulation. Astounding depth. Most involved, rewarding and playable
 THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. 92%
 NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
 COMMODORE USER - At last a management game that requires true management skills - a winner 94%
 ST FORMAT - Brilliant! 93%
 AMIGA FORMAT - Enthralling and addictive... 93%
 ZZAP - Best football management game ever written. 92%

AMIGA - ST £19.99

ANC

DIMENSION IN SIMULATIONS

THE FINAL WHISTLE

Amiga - ST £12.99 (Rel Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits
Look at any player stats. (attributes and skill) before selecting squad.
Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

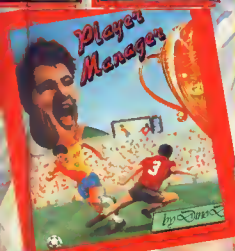
4 new pitches - Wembley - icy Muddy - Non League

And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.

RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions, UEFA cup - European Cup - Cup Winners Cup.

GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.



Draw specifications. Subject to changes without notice

ANCO SOFTWARE, UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT.
TELEPHONE No. 0322 92513/18 FAX No. 0322 93422

Judging by this early version, you may be lulled into a false sense of security by the sight of a calm open road. Oh, and watch out for wandering gnus

THE ULTIMATE

With so many ribtickling games to his name, you'd be forgiven for wondering why Chris Gray is doing a motorbike sim. Tony Dillon slips on his biker's leathers and enjoys a spin along the prototype

A racing bike simulation is something that hasn't been attempted in quite a while, not since *TT Racer* from Digital Integration appeared five years ago on the Spectrum. Mindscape hope to kick the whole thing into touch with *The Ultimate Ride*, the first true 16-bit, over the handlebars bike racing sim.

REVVING UP In production for the last 16 months, the game is very close to completion at time of writing. Already quite playable, it is based on the pretext that 'anyone can play a *Super Hang-On* type game where you can take every bend at top speed. *Ultimate Ride* is for the game player that likes to exercise their skills'. Designed and coded by Gray Matter Inc., authors of *Fiendish Freddy*, *TUR* is the baby and breinchild of native Canadians Kevin Hoare and the infamous Chris Gray

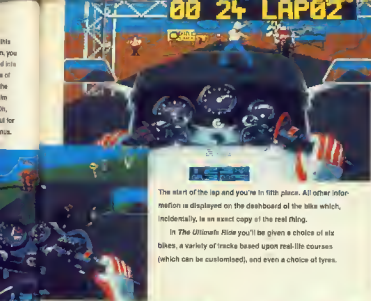
(author of the classic *Infiltrator*) and playing it at this late development stage, I have to say I quite enjoyed it.

RESEARCH As with any simulation, a hefty amount of research has to be carried out to make the game as authentic as possible. Obviously in terms of straight facts it's simple to recite a string of numbers, but making the simulated bikes handle like their real counterparts is another story. Gray Matter have spent three months so far purely on generating the right feel for each bike. By extracting vital information from magazines, interviewing racers and riders and running test runs with the six bikes in the game, the authors were able to build up a near-perfect picture of how each bike performed. The factors used to calculate the overall handling characteristics included the adhesion (how well the bike holds the road), engine



Rather than present you with an endless and pointless stream of technical information, *Ultimate Ride* just tells you exactly what you need to know about the bikes, such as how fast it can go and how well it handles. And, as you can see below, if you want to play with a pal, it gives you the option to play a two-person simultaneous game.





The start of the lap and you're in fifth place. All other information is displayed on the dashboard of the bike which, incidentally, is an exact copy of the real thing.

In *The Ultimate Ride* you'll be given a choice of six bikes, a variety of tracks based upon real-life courses (which can be customised), and even a choice of tyres.

WHEEL RIDE

power through the red line and Torque curves and overall bike mass.

VIDEO REALITY Obviously, the graphics play a very strong role in creating realism and authenticity in a game like this, and Gray Design's graphic designers – namely Nick Gray, Rob Anderson and Dennis Turner – seem to agree, judging by the fact that the graphics in uncompacted mode take up 15.5 megabytes of memory. To create a real-looking 3D environment, all objects, such as roadside items and other vehicles, are sprite based positioned on a polygon landscape. Each of the 70 sprites in the game is software scaled in real time to give an impression of distance and is rescaled 24 times between horizon and near view for a more fluid movement effect. All of the sprites can be turned into silhouettes to speed up the screen update, taking it from around 10 frames a second to a speedy 14 – faster than a CD-I run-

ning in motion video mode. Each of the sprites is also drawn at nine different angles, to match the lifting effect of the horizon when you turn a corner.

NOISE POLLUTION To get that gutsy motorbike roar, a digitised sample was used. Apparently, Chris Grey borrowed a friend's Suzuki GSXR-1100 and raced down Oakville High Street at 143mph at 2.30 a.m. with a tape recorder strapped to the exhaust. Some people will go to any lengths for authenticity!



The first of the two-player menu screens (above) is for track selection, and the second (below) lets you choose which of the six death machines you want to race with.



PATRIOTS ANONYMOUS

As well as the obligatory world tour of race tracks, there are six national street races, complete with landmarks and roadside objects typical to that country. For example, in Japan, don't be too surprised if Godzilla wanders onto the scene. Completing each race presents you with an attractive animation complete with that nation's stereotypical character. Complete the race in England, and you'll see your biker go into a curry house and buy a Tandoori. Of course, in England it tends to rain quite a lot...



RACING FACTS

- 1 The first two-wheeled vehicle powered by a petrol engine was invented by Daimler and Maybach. Their creation was called the Einspur and was patented in 1895.
- 2 The first official bike race was held in 1904. Britain entered three people and the race was held in the Isle of Man. The winners of this contest went forward to the first international race held a year later in Doulan. The organisers were the Autocycle Club of France.
- 3 By the end of his career, Barry Sheene's legs had been almost totally reconstructed. Thanks to the addition of metal pins and braces, Sheene could actually walk when others would have been crippled for life.



TRACKSUIT MANAGER LEAGUE

Goliath Games look set to score yet another goal with their latest management simulation. Tony Dillon blows the whistle.

Goliath Games have established quite a name for themselves in the field of sports strategy games, and *Tracksuit Manager League* - not to be confused with *Tracksuit Manager '90* - promises to be their finest hour.

The obvious question to ask is how do you improve on an already near perfect product? *TSM* was acclaimed as one of the most accurate football management sims. Simple, you add some great

animations and increase the game's statistics. For example, *TSM* has a full national football timetable, plus European and Nations cups. There are 88 English league teams, 50 non-league teams, fifteen Scottish cup teams and over 235 European clubs. As well as keeping track of these, the game also has detailed records on over 1600 individual players. Phew.

THE IDEA The idea to

develop a new *TSM* game came from an earlier product by Goliath director, Doug Mathews. *The Double* was a national league management game but, although well designed, ran too slowly to be enjoyable. Going back to the drawing board, Goliath decided to develop a football game combining the best features of *The Double*



with the speed and presentation of *Boxing Manager*. Some novel features are



A view from the start of the game. The players run out onto the pitch in time honoured tradition. One of the new graphic treats



Again, the new graphic features come into effect. The players, looking uncannily like the Beatles, climb aboard the coach which then drives off to an away match



Elton Wesley he isn't, but this is how the scores from other matches will be presented. A tad more interesting than watching the teleprinter on Grandstand.

ARTIFICIAL INTELLIGENCE

This Artificial Intelligence system employed in *League* is nothing more than a revamped version of the original TSM system, but brought up to date. In the match section of the game, the system originally ran on a dime-size (the ball could only travel up and down the pitch). Now the game runs in three, allowing for movement up, down, left and right, as well as bringing the height of the ball into consideration. As Doug Mathews explains: 'Previous football games have never been totally realistic. As we intend to run the text commentary with a full graphic display of the game, we need an authentic system to work with.'

TOP FIVE POTENTIAL LICENSES

1. Lou Macari's Casino
2. Way of the Exploding Fist (Arsenal - Mm United co-license)
3. Brian Clough's England Manager (FRP)
4. Wimbledon's Missile Command
5. Paul Gascoigne's ... nah!

The whole football management scene began six years ago with *Football Manager* from Addictive Games. It was quite basic with simple strategy and unrealistic results. But it was new and original, and fired the industry into creating a dozens of clones, one of the best being *Football Director* from D+H Games, awarded a Screenstar four years back. So where does it go now? Multi-player managerial games seem to be the next step forward.

also going to be incorporated, like the ability to resign from your club. Yes, that has been done before, but you've never been allowed to continue in the game and look for another club. Applying to manage another club results in a full interview and eventually you might be offered the job. That's just one of many new options but, of course, we can't give them all away.

Electronic Zoo Interview

Design of the game began over six months ago, just as *Subbuteo* (also by Goliath) was nearing completion. This time has been taken up mainly with research into team line-ups and performances to ensure that *League* is as accurate and realistic as possible. When we bench tested TSM against ten real matches, it got the correct score for seven of them, and predicted the correct goalscorers on three. All this is possible with the incredible Mathew's Artificial Intelligence program that can play complex game strategies which take into account team and individual player statistics to make the game as realistic as possible. To accompany the AI Goliath



Your office, with phone, diary, cum-address book. Fine and interior.

are also adding more detail to the text commentary that runs with the match.

PLAYING FOR LAUGHS

The gameplay will be similar to *Boxing Manager*, with all menu screens depicted graphically such as your office screen - a close up of your desk with a notebook, files and telephone. There will also be stacks of animated sequences, such as the players climbing into the team coach. Goliath are hoping to create several animated highlights of the matches as they happen, to illustrate the on-screen commentary. Quite how the graphics will fit in is undecided as the game isn't far past its initial development stages.

IN THE MEANTIME

Trackouts Manager League will hopefully appear in February, but just in case you can't wait that long, *TSM '90* is now available from Electronic Zoo. It's an updated version of TSM, complete with full '90-'91 stats, priced at £8.99.



Using your brand new push button phone. Omnipous, isn't it?

EPIC



EPIC - A LEGEND BEYOND TIME

From the development team which brought you *F29 Retaliator* now emerges **EPIC** - a sci-fi extravaganza featuring spectacular graphics and stunning game-play.



ATARI ST • CBM AMIGA

A legend is born, a supremely advanced one-man starfighter of awesome power and destructive capabilities that, in the right hands will wreak havoc amongst inter-galactic transgressors - that legend is **EPIC**.

OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER • M2 5NS • TEL: 061 832 6633 • FAX: 061 834 0650

NINJA REMIX

The Amiga version of *The Last Ninja* has been a bigger 'on-off' affair than the marriage of Jack and Vera Duckworth. Now, however, System 3 are set to release a vastly

IN DEVELOPMENT

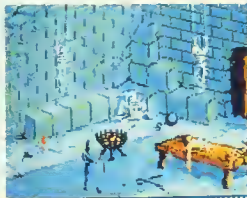
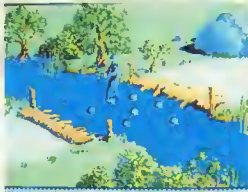
improved version of the original concept in the form of *Ninja Remix*.

It's been over five years since the appearance of *Way Of The Exploding Fist*, one of the first home computer karate beat 'em ups (the first being Bug Byte's tedious *Kung Fu*—complete with wire-frame characters!), and arguably one of the most influential home computer games ever. Not only did it spawn a host of clones (including *International Karate* which was also by System 3), but almost every type of martial arts spin-off imaginable. Only a year later, the first *Last Ninja* game appeared from System 3, combining strategy, armed and unarmed combat, and some of the best graphics ever seen on a C64, setting a new precedent for graphics on the machine. Through complications, *The Last Ninja* was never released on the Amiga, but it didn't stop *Ninja 2* from appearing. Programmed and marketed by Activision, it was still released under the System 3 label to average reviews from the critics. *Ninja Remix* is being created to redress the balance, restoring System 3's reputation.

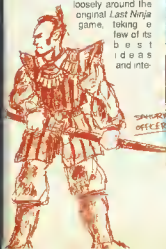
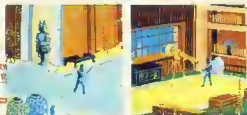
Ninja Remix is based very loosely around the original *Last Ninja* game, taking a few of its best ideas and inte-

Left: You need to combine different jumping styles to cross the river. The river is too wide to scale in on leap so you'll have to jump from stone to stone.

Below: System 3 claim to be extremely pissed with the dungeon stage. It was also one of the hardest levels to put together. It will include things like rats scurrying about chewing on severed limbs.



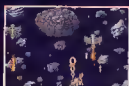
Below and Bottom Left: Sketches are used to plan the look of each bad guy. The graphics would then be transferred onto the Amiga. The next stage involved animating the characters, which proved extremely difficult and took a long time to perfect, depending on the complexity of each character.



THE LAST STARSHIP



A SHOOT-EM-UP TO REMEMBER!



IMPRESSIONS • RIVERBANK HOUSE • PUTNEY BRIDGE APPROACH • LONDON • SW6 3JD

S O F T W A R E W I T H S T Y L E

NINJA REMIX

grating them with a host of new ones. Level one is the Wastelands. Here the main problem is overcoming a large oriental dragon, located right at the end of the level, which is easily recognisable to anybody familiar with the 64 version of *Ninja 1*. However, the new features and problems will stump people who regard themselves as experts on the original 8-bit *Ninja* games.

THE PLOT

The island of Lin Fen is home to the Shrine of the White Ninja, a place where Ninjas gathered in safety and where the sacred Koga Scrolls were hidden from the rest of the world. One night the island fortress was invaded by a treacherous band of assassins who slaughtered the Ninjas and captured the scrolls. It's been ten years since you, a young acolyte, escaped the slaughter and now you crave vengeance. Setting out to avenge the deaths of your brothers and regain the sacred Koga scrolls, your task will not be easy.

Remix will contain six levels, each one containing between twenty five and fifty screens. The first, the aforementioned Wasteland, will have roughly cut paths which leads to the



BARBARIAN

Though he might not appear in the game, this sketch of a Barbarian is very detailed when you consider it's only a rough that will probably end up in a bin.

sprawling cliffs of level two, the Wilderness. At last, the palace finally comes into view, and the first step to reaching it is through the gardens which are full of enemy troops. Entrance to the palace is through the dungeons which run beneath it, and these dark rooms contain skeletons and half-eaten

corpses. The last two levels centre on the massive palace and inner sanctum - the latter only be accessible through a hidden passage.

When you enter a screen any object that's present will flash briefly, indicating its location. Some objects such as weapons and apples (which



WARRIOR PRIEST

The same goes for the priest. The sketches have to accurate for the graphic artist to get a sense of proportion on the characters, as well as making them as interesting as possible.

restore energy) will crop up frequently during the game, whilst other items need to be hunted down. In addition, ninjas can pray for guidance in special shrines where they can pick up tips on the next object to collect.

INSPIRATIONS

As with the other *Last Ninja* titles, it seems as though inspiration for the graphics have been drawn from Japanese-style movie making. In particular, Akira Kurosawa, whose films include classics such as *Ran* and *Yojimbo*, proved a useful reference source. The palace gardens and the fortress levels bear testimony to this. The gardens are neat and clipped, but with a verity and colour that make for an original style. The fortresses are decorated with huge vases and complicated wall designs.

The foreground graphics are based on characters and clans from Japan's history. There are barbarians, who are slow and strong, priests who are fast and fight well, and about a dozen other characters who make up the impressive opposition.

BACKGROUNDS

One of the outstanding features of *Ninja Remix* are the backdrops. A style system of graphic building blocks is used to create these. To begin with, a rough of the screen is sketched out. Then several types of each object - trees and bushes, for instance - are created and added to landscape. Obviously, if it was done on every screen things would start becoming repetitive, so some screens are individually tailored.

ing on content. This means that some screens can take several weeks to put together. Quite a task when you consider the game will contain up to two hundred different locations. Also, to make this game more visually appealing, the team have added small animations into the backdrops - n fountains, rivers and fish, for instance. While the content of the other levels is still to be decided on.



DRAGON REED



ACTIVISION

© 1989 Item Corporation Licensed to
Activision (UK) Ltd.
Marketed & Distributed by Activision
(UK) Ltd.



ALCORDER, INTERMEDIATES LTD, PO BOX 847, HAINES, WILMINGTON 1991 Tel: 0279 600197
CONSUMER/TECHNICAL ENQUIRY 0161 2750003

ACTIVISION (UK) LTD, 27, WINDMILL LANE, THE FARM, WIMBORNE, DORSET, BH21 3PP

NINJA REMIX

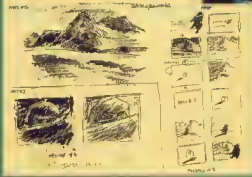
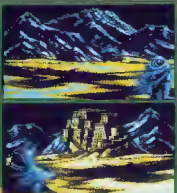
THE ART OF THE NINJA

The primary role of the Ninja is as a spy or assassin. Not surprisingly, therefore, the art of Ninjutsu has always been shrouded in mystery. Developed before 400BC, it's only now that this shadowy martial art has started to be studied in the outside world. Now, the leading exponents of Ninjutsu are trying to present a human, social face as a brotherhood of humanitarians, which is at odds with the ninjas original aims. It's unlikely that anybody practices the original ancient art of Ninjutsu any more and even if they did they'd hardly advertise the fact.

In the game, your Ninja will start off relatively unarmed, but by using a combination of the joystick movements and the fire button, he can perform a number of kicks and punches to ward off any bad guys. During the game there will be swords, staves, nunchaku, shunkens, smoke bombs and other items to collect, all of which make your

DESIGNS ON AN INTRO

The first thing you'll see on *Ninja Remix* is the intro sequence. This shows your ninja wending his way to the fortress to tackle whatever foe with it (this is also to clarify the credits). The first step is to come up with the concept, and in this case it borrows from the intro to *Last Ninja 3* on the C64. Then the sequence reaches the planning stage. Here the ideas need to be jotted down on paper along with a rough storyboard outlining the sequences and animation. Next, the graphics are sketched out, and this helps the programmer get a sense of proportion and an idea of how the characters will look and how they should be animated. Finally, all this is transferred to computer, with the animated sprites being overlaid on the background. In much the same way that cartoon animators work,



Left: One of the roughs for the intro sequence. On the right of the sheet is a storyboard outlining the approach of the ninja towards the fortress of Un Fen. The main portion of the sheet has the rough of the castle as well as some sketches of a close up shot of the Ninja.

task slightly easier. Likewise, the black-clad hero can also leap variable distances, which

will come in useful as the early levels contain swamps and fast rivers which cannot be

crossed easily.

Ninja Remix is out at the start of December, £24.99.

INNER FORCE

These hand positions date back to the earliest origins of the Ninja and are used to invoke inner force, a major part of most Martial arts. These are still used in modern Ninjutsu, during warm ups and when the ninja needs to focus himself on a difficult task.



BETTER TH

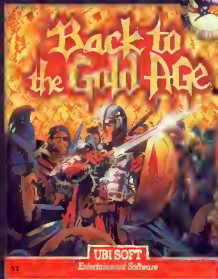


Haunted Castle, Scotland: Help little Tommy rescue his mother in this thrilling, chilling arcade/adventure game! Only if you dare...

UBI SOFT
Entertainment Software

WILD

DREAM



You are Zad. Plan your strategy, combat evil, and become the supreme ruler of Euroland!



UBI SOFT
Entertainment Software



UBI SOFT
Entertainment Software

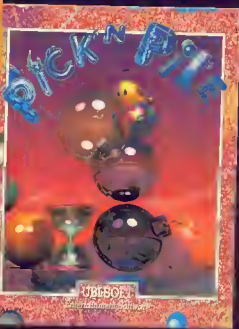
HIGHER THAN YOUR

FASTEST

FLAMES

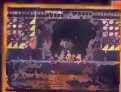


The crazy reflex game that will drive you loony! GOODNESS, GRACIOUS, GREAT BALLS OF FIRE!



Face the ultimate challenge of the universe that pushes you to the very frontiers of space itself.

A new kind of adventure...



brainblasters

Leave the world of mortals far behind and enter a world where logic, a good memory, and white and black magic are your tools to attain the coveted position of BRAIN BLASTER.



UBISOFT
Entertainment Software

It's been just seven months since the release of *Midwinter*, and already its sequel, *Flames of Freedom*, is entering the final stages of development. *Midwinter* couldn't put a foot wrong with the reviewers, achieving 96% and a super star in CU. Almost as soon as it was released, the games creators, Maelstrom, started work on the sequel.



Comic strip panels such as these will be used to keep you updated on the action, using up to five pics at a time

MIDWINTER II FLAMES OF

ORIGINALLY The first task for Maelstrom was coming up with a sequel that would be original, rather than borrow ideas and routines from the previous game. Eventually, it was decided to set the game several decades after the events of *Midwinter*, in a different location with the Earth now warming. The game is based in an archipelago of 42 islands, with you controlling just one character, rather than the multi-person team of the original *Midwinter*. As a special agent, it's your job to go to the enemy controlled islands and help liberate the enslaved population.

BUILD A HERO The first part of the game a player will come across is the hero design kit. Here you choose your character's sex, as well as designing his or her face with an identikit routine which allows for most of the character's facial features to be altered and repositioned. The character's personality will include charm, bribery, sex appeal, authority and his/her ability to threaten people. These can be altered

DATA STORM Entering the data for nearly two thousand characters, dozens of vehicles, and generating dozens of graphics would take forever. So to get around this, programmer Mike Singleton created several time-saving utilities. The first, for creating characters, is very similar to the hero construction routine, though the characters attributes can be altered as well. Designing the graphics also posed a problem. Most of the CAD (Computer Aided Design) packages he used proved to be inflexible. To get round this a graphics design and movement routine was created allowing superior control over the graphics, and as some of the more complicated objects will have up to seventy polygon faces. An expanded version of this routine plays samples while rotating an object, so the programmer can tell how much the game will slow down once the sound effects are added.



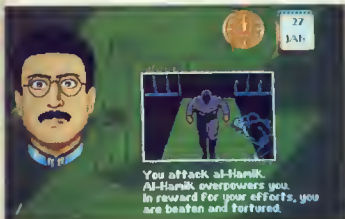
but they're all interconnected. For instance, the higher you set your threatening ability the lower your skill in charming people becomes.

Transport between, and on islands, will come in many forms. Underwater transport will have mini-sub, normal

subs and scuba diving among others. Trains, jet skis, hovercraft, jeeps, biplanes, cars and tanks will also be added to a list of ground-based vehicles which totals over twenty in all. A single island mission can be divided into several sub-sections. You might be

required to assassinate the local police chief and destroy a base, for instance. Some of the tougher islands will contain over half-a-dozen individual missions which will have to be completed to free the land. You need to work fast, you only have twelve months.

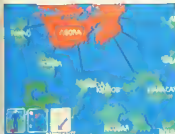
You've been locked up and imprisoned. Here, the player has chosen to try and overpower the guard, without much success. The beating will lower your energy and force you to rest up.



THE GRAPHICS The main bulk of *Flames of Freedom*'s graphics will be made up from polygons using the same distance fading techniques that were used in *Midwinter*. This system has the polygons fading as they reach the horizon, giving a greater impression of speed and depth. Comic strip-style panels are also included to give an overview of the action during jail and communication sections, giving the player a better idea on what's happening around him.

The bulk of the coding is done on the ST and 58600 development machines, as they're easier machines to use. Most of the data will be ported across to the Amiga, though changes will be made to make good use of the Amiga's superior qualities. *Flames of Freedom* is currently having its component parts joined together, and the Amiga version will be completed early next year, with a proposed February release.

F FREEDOM



Left: This map outlines the supply routes to the various islands. By cutting off the line of supply to an island it has no choice but to surrender to you.

Below: A jeep is just one way of getting round an island. Once you're in a vehicle you can still attack enemy troops and vehicles with your hand weapons, but it will be tricky.



COMMUNICATIONS A large part of the game is based around interacting with other people. For this, nearly two thousand individual characters were created, from enemy guards to resistance leaders. You'll be able to use any of your psychological skills to try and convince somebody to help you, and successfully winning a person over means they will help you in any way they can. A high ranking character could, for instance, supply you with forged documents, while you can send low grade characters out to make contact with other resistance leaders, or carry out one of your mission objectives.

THE SET Set twenty or thirty years after *Midwinter*, the island's government has decided to send expeditions to seek out other bands of survivors. On their travels, they come across an archipelago off the coast of Africa, roughly where Cape Verde used to be. Here, forty-one of the forty-two islands are under slave rule, and the government of *Midwinter* has become aware of a proposed invasion of this archipelago which will take place in six to twelve months. As a *Midwinter* special agent, you've been sent to Agora, the only independent island, to free the other neighboring lands to help you fight the invasion when it comes.

THE CU COLLECTION

ON YOUR DISK

F Lemmings, from Psygnosis we have four levels of what must rate as the silliest game ever to grace your Amiga screen. We proudly present Lemmings, an icon-driven game which is like nothing we've seen before. Can you save the cute turballs from their certain (self-inflicted) death?

Robocop 2. A definite contender for the hotly-contested Christmas number one, Robocop 2 is an eight-way scrolling shoot 'em up in which Detroit's finest cop once again takes to the beat - this time battling against drug-dealers AND his would-be replacement. Our demo covers a huge chunk of Robocop's beat, and is guaranteed to whet your appetite for the full game.

E.S.W.A.T. One of U.S. Gold's biggies for the Christmas chart battle, E.S.W.A.T. is a one or two-player beat 'em/ shoot 'em up with you taking control of a member of the crack team. Our rolling demo shows you



E.S.W.A.T.

Supplier: U.S. Gold. Price £24.95.

Converted by Creative 'Rotox' Materials from the impressive Sega coin-op, E.S.W.A.T. is a multi-stage horizontal beat and shoot 'em up along the lines of Dragon Ninja and Rolling Thunder. As a member of the E.S.W.A.T. team of the title, you and a friend have been sent on an important mission to clean the streets of drug dealers. However, to thwart your endeavours, the drug dealers are out to stop you, and along the way your progress will be impeded by their many gun and weapon-toting hoods. Initially, you must face these odds armed with a puny gun, but along the way you can pick up special E.S.W.A.T. suits which protect you against enemy fire, along with extra ammunition supplies.

Our demo takes you through one of the game's levels and shows you what the members of E.S.W.A.T. have to face and what you can expect to fend off in the conversion. As they punch and shoot their way through the ranks of the drug-dealers cronies, they come face to face with two of the larger henchmen who appear in various guises at the end of each level.

LEMMINGS

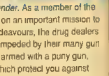
Supplier: Psygnosis. Price: £24.95. Controls: Mouse.

With two of the most impressive Amiga shoot 'em-ups already under their belt, DMA Design return to the Amiga game scene with something a little bit different. In case you're not sure what a Lemming is, it's a little furry creature which has a disturbing habit of throwing itself off high buildings and generally trying to throw a seven.



Fully equipped, the two E.S.W.A.T. members come face to face with two puny end-of-level guardians.

At regular intervals, small caches of ammo appear allowing you to top up your ever-decreasing supplies.



In DMA Psygnosis's newie, you have been given the task of protecting this rapidly-diminishing race. However, bearing in mind the many dangers that surround you, it isn't going to be easy.

Each level spans roughly three scrolling screens, and this is automatically scrolled when your mouse pointer reaches the right-hand side of the screen.

We've put together some good disks before, but we've surpassed ourselves this time. This month, we've got demos of three of the hottest games you're likely to see this Christmas, ranging from a group of suicidal Lemmings to a trio of heavily-armoured dudes...



ROBOCOP 2

Supplier: Ocean. Price: £24.95.

Controls: Joystick.

Easily a contender for the Christmas number one, *Robocop 2* is an all-out fight between our tin hero and the ever-present evils of Detroit. Set a few years after the first film, *Robocop 2* sees the manipulative OCP Corporation unleashing what they consider to be the new future of law enforcement – the Robocop 2 of the title. In addition, a new all-powerful drug by the name of 'Nuke' is gripping the nation in the throes of its addiction, and Murphy/Robocop's first duty is to smash the ring behind this lethal narcotic – namely, a pusher by the name of Cain. In the end, and thanks to the unlimited cunning of the corrupt powers at OCP, Cain is tracked down and disposed of, only to have his brain power Detroit's new cop. However, a Nuke addict himself, Cain's addiction seizes control, unleashing a force more powerful than Detroit could possibly deal with.

Except for Murphy, that is.

Special FX's game follows the film's scenario from the start, with Robo traversing three scrolling levels, stopping only for the



Extra weapons come in the form of small caches which are scattered randomly throughout each stage, once collected, your gun will benefit from three-way fire or rapid fire.



Thugs appear regularly and should be taken out as quickly as possible. Hitting them or their guns reduces your energy drastically (shown at the bottom of the screen as a Coke can), and when fully depleted one of your three lives will be lost.

numerous arcade sequences which punctuate the action. Our exclusive demo lets you see what to expect in the first level, and allows you to get used to Murphy's controls before you buy the full game. As in the first game, Robo is controlled via the joystick, with the directional controls prompting him to kneel, walk, jump, and the fire button activating his gun. In addition, to boost your chances, extra weapons, such as three-way fire, can be collected along the way. Our demo features roughly half the first stage, so prepare to walk the mean streets of Detroit and clear up those criminal-laden streets.

The demo comprises four perilous screens which you must guide a predetermined number of Lemmings safely through. They begin their journey dropping from a trap door, and you must lead them to the exit on the right of the scrolling level. The demo is mouse-controlled, and you can indirectly control the Lemmings via the icon box at the bottom of the screen which, amongst other things, allows them to build bridges or dig holes through seemingly-impassable obstructions (see panel for full details). As you only have a limited number of each, the various skills should be used carefully. To add to your worries, all this must be done within a strict time-limit. A one or two-player game, the final version of *Lemmings* will contain a hundred screens of suicidal action. Until then, our compulsive demo should keep you going until only a few tufts of hair are still attached to your scalp.



Float – well-timed umbrella antics put a stop to his fatal high diving!

Plummet – unfortunately, most of the Lemmings will be like this one to begin with.



Digger – comes in three varieties and can dig up, down and through the largest of objects.

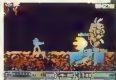
THE ALL-IMPORTANT CONTROLS

The control panel is the key to saving Lemmings and its many problems, but your supplies of each option are extremely limited, so be careful!

- 1+2. Slow down or speed up the rate at which Lemmings appear from the trap door.
3. When used on a falling Lemming he or she will float slowly down and land unscathed.
4. Blows up any unwanted Lemmings.
5. Prompts a chosen Lemming to stop in his tracks and blocks him to prevent him from passing – when he's earned his last, blow him up with number 4.
6. Builds a bridge to span the bottomless pits.
7. Dig down into the ground.
8. Dig through large hills or mounds.
9. Dig upwards.
10. Pause (useful for thinking out your moves).
11. Nuke the whole lot when you've failed miserably!

first impressions

The first of an occasional series in which CU assesses whether or not there'll be success for the top games of the not-too-distant-future



TURRICAN II

SEQUEL to classic shoot 'em up programmed by Julian Eggebrecht, published by Rainbow Arts.

GAMEPLAY: Easily one of the best shoot 'em-ups to appear on the Amiga, Turrican is at last going to be followed up. The unimaginatively Turrican II offers more of the same, with our armour-clad hero, leaping, rolling and blasting his way through all manner of enemy-filled levels. No longer are your troubles caused by Morgul. Instead a massive computer known only as the Machine is extending its tyranny throughout your home system, and you are the only being up to thwarting its plans for domination.

PLUS POINTS The rough edges Turrican sported have been improved. Turrican II's live planets, play host to twelve levels, within which are two megabytes' worth of graphics and a wide range of stunning sound effects - with no less than twenty tunes to accompany the frenetic action, and fifty suitably loud sound effects. In addition to this massive array of sound, the programmers have even managed to squeeze in some sampled sound - and



this is used to good effect during level four where Turrican intones: "make my day!"

ANY QUESTIONS? At the moment at least, the gameplay is pretty much the same as that of the original Turrican. Could depend upon whether you do like too much of a good thing.

FIRST IMPRESSIONS Improving on the original Turrican isn't an easy thing to do, so programmer Julian Eggebrecht has played safe by not changing a great deal. The new worlds may add variation, and the new weapons are as effective as the old ones. More of the same, but could be even better than the original.





WIZBALL II

ODDBALL puzzle game, programmed by Sensible Software, published by Ocean Software

GAMEPLAY Wizball was one of the oddest and one of the earliest Amiga releases. Involving painting several planets strange colours, your unenviable task was collecting the paint needed to complete the job and then distributing it at the right time. Anyone expecting a similar sequel, though, is in for a major surprise.

Instead, Sensible Software have created Wiz-Kid, son of the original game's Wizball space ship (which, contrary to popular belief, was female rather than male). Wiz-Kid still bears the familiar green pea-pod head of his

mother, but also sports a child's body, and using his youthful limbs he can run and jump throughout the many worlds in the game.

Furthermore, Wiz-Kid's adventures now involves solving object-related puzzles, rather than



Sensible's John Hare: "this time, we wanted something different".

starring distributing colour. However, one puzzle is linked to another and if you aren't careful you can progress through the game without seeing half of it!

ANY QUESTIONS? One of life's greatest disappointments was for Amiga conversion of Sensible Software's colourful shoot-'em-up, Wizball. The follow-up has a lot to live up to, and a lot to improve on.

PLUS POINTS Sensible, who were responsible for the brilliant 64 Wizball, are back in the reins, supplying the know-how. And there's still enough cult interest in Wizball to make this popular.

FIRST IMPRESSIONS Again, although only in its very early stages, Wiz-Kid is already showing signs of being one to watch. Although leaving the novel painting action of the first game behind, it still manages to look original and the puzzle element seems just-as-addictive as world painting.

Sensible Software. Sensible Software became cult

heroes with 64 owners, thanks to the likes of Wizball, Microprose Soccer, Galaxbirds, and the Shoot-'em-up Construction Kit. They recently debuted on the Amiga with Palace 3D.



International Tennis and now return to it with the long-awaited sequel to the game that made them popular - Wizball. Consisting of Chris Yates, Johnathon Hare, and music supreme Martin Galway, Sensible have been working on Wizball II - Wizkid for a couple of months. Work is scheduled to finish for April, and there are no definite plans as to what they wish to work on after that - although there are rumours of Amiga Shoot-'em-up Construction Kit II - written for the Amiga by the boys themselves.



VIOLENT arcade game conversion by Sales Curve, published by Ocean Software

GAMEPLAY Eugene Jarvis ensured his name would be remembered in the arcade hall of fame thanks to his two shoot-'em-ups, Defender and Star Gate. Emulated but never successfully reproduced by others, Jarvis was renowned for his incredibly loud and fast blasters, and he recently made his return to the world of arcade machines with NARC which is - you've guessed it - a fast and furious shoot-'em-up. A one or two-player game, NARC involves you and a friend guiding a couple of Miami Vice-style cops through eleven horizontally-scrolling stages. Your aim is to clear each stage of the vicious drug-dealers that have overrun the area, and to do this you must cut a path through them with whatever weaponry comes

to hand. You are initially armed with a rifle and a number of rounds of ammo, but along the way these can be upgraded. Each of the cops can withstand a number of hits, but too many results in death and the loss of a life.

PLUS POINTS With their reputation for producing quality conversions, The Sales Curve ought to do a classy conversion. What's there - whilst looking rough around the edges graphically - remains true to the coin-op, and it plays at the same speed as its arcade parent. Ocean could have a sizeable hit on their hands.

ANY QUESTIONS? With NARC nearing the later stages of development, most of the levels are in and running, but there are a few tweaks and additions which need to be added before the game is anywhere near reviewable. A lot



NARC

depends on the speed of the final product and will the violence be toned down?

FIRST IMPRESSIONS At this stage of the game, graphically, NARC is looking a little crude, but every thing else seems to have been converted successfully. If the programmers manage to keep the speed of the original, this will make up for the drab appearance, but stay tuned for next month's issue for a full review.



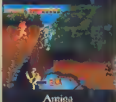
GOLDEN AXE



Take the challenge! The evil Death Adder has kidnapped the King and his daughter, and is lurking in his lair with the precious Golden Axe. Only you can rescue the rulers of the Land of Yuria and get their people free.

But can you battle through the six levels of this action-packed quest that is faithful to the coin-up original? Use magic to blast your enemy, slash and hack with your trusty weapons - or jump on the back of a fearsome Barbarian to deal death to the foe. He'll be glad to help you.

Available on Atari ST, Amiga, Commodore 64,
Spectrum and Amstrad CPC



Amiga



Atari ST



Commodore 64



Amstrad CPC



Spectrum

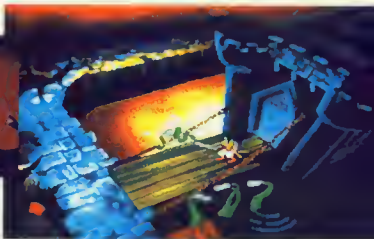


first impressions

The next Dragon's Lair epic will boast atmospheric screens



This time around, the continuing adventures of Dirk won't owe its rich graphic origins to a laser arcade game. Timewarp will be an original



DRAGON'S LAIR II TIMEWARP



MORE in the way of graphic adventures, programmed by Readysoft Studios and published by Readysoft/Entertainments International.

GAMEPLAY Dirk The Daring is returning! His hapless (actually, that should be useless) fiancée, the defunctable Princess Daphne, has been whizzed away from under our gormless hero's nose (again), only this time Singe the Dragon isn't to blame — a jealous old witch has imprisoned his

beloved and is planning to get her hitched to something called the Deathing. The main difference between Timewarp and the previous two Dragon's Lair games, is that the new game's screens are completely original — apparently, it was going to be released as a laser disk comp-op but the previous disk machines — Dragon's Lair, Space Ace, and Super Don Quixote — didn't exactly take off, so the project was ripped in the bud, only to reappear on our Amigas five years later.

PLUS POINTS As can be expected, the game is going to be a graphical masterpiece, with Dirk's antics displayed in stunning cartoon-style, but this time there is more for him to do with some fifty screens of action standing between him and a showdown with the evil witch. As can be expected of a game this size, Timewarp will cover six disks, but the fifty screens never repeat, unlike in the original, making for a more varied game.

plays time will tell as, once again, it seems set to use the limited "move at the right time" system. Even so, poor ratings didn't stop the sales of its predecessors.

FIRST IMPRESSIONS:

Another graphical extravaganza, with plenty to see — but how much to do? Dirk has never looked so good, and the six disks are choc-a-bloc with new scenes, let's just hope that there's slightly more interaction than usual.

ANY QUESTIONS? How it



first impressions

EXTERMINATOR

RENT-O-KILL shoot-to-kill programmed by the Assembly Line, published by Audiogenic

GAMEPLAY Billed as a 'sort of shoot 'em up', Exterminator is an every day tale of a pest controller. The Exterminator of the title has been sent out to destroy hideous bugs that have over-run a street of seven houses. Each house is broken up into a number of key rooms, and you must tackle each building a room at a time. The game is viewed in third-person perspective, with your disembodied hand floating around in front of you. Using the joystick, you must guide your hand over the screen, crushing insects and collecting goodies as you go. If something is attacking from the centre of the screen, pressing fire will prompt your hand to form into a fist, making insect squashing considerably easier.

PLUS POINTS set for January release, Assembly Line are currently beavering away on the ST version, and will transfer the graphics over to the Amiga, making improvements as they do so. In addition, the Amiga version will

boast better sound effects than the ST, with the 'Line making extensive use of the machine's better sound facilities with the insect associated noises - especially



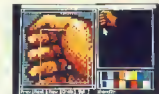
Paul Carruthers - now hard at work as an essential cog in the Assembly Line

1MEG owners, who will get a greatly enhanced sound track.

ANY QUESTIONS? If there was a chart for the game with the screen-most packed-with- frantic action, Exterminator would come near the top. It remains to be seen whether the speed of

the original can be retained in the conversion to the Amiga.

FIRST IMPRESSIONS Graphically, the game is very similar to the Galibie coin-op, but we can't tell yet whether the lads can recreate the control system (the coin-op used the mouse seems an ideal method for control bearing in mind the Operation Wolf-style gameplay, so



we could be in for a very close conversion

The Assembly Line.

The Assembly Line are famed for such addictive hits as Pipemania and E-Motion. In addition, they were also the programming team behind the Bitmap biggie, Xenon II. They have been working on Exterminator for Audiogenic for two months now, and this is the first conversion from an arcade board, although Adrian 'Interphase' Stevens wrote Donkey Kong for the Amstrad for Ocean a few years ago. Their first task was to get Blue Turtle, a graphics specialist team, to sort out the messy graphics they squeezed from the machine. Martin Day then concentrated on the game code, whilst John Dale, the third member of the team, wrote the effects. After Exterminator, the boys will be writing Cybertron for U.S. Gold and another yet-unnamed biggy for Audiogenic.



CUTE platform type game from the Bitmap Brothers, published by Renegade

GAMEPLAY The second game from Renegade the Bitmaps is scheduled for an Easter release and marks an abrupt change in style. Magic Pockets features the Bitmap Kid, a street-wise young dude decked out in baseball cap and DMs. Our hero has been gifted with unfeasibly large pockets (don't snigger), but unfortunately he's misplaced some of his favourite toys in them which he's got to find before space aliens can steal them. Set over four levels Magic Pockets is a cutsey type game designed and programmed by Shaun Griffiths, an honorary Bitmapmer with a warped sense of humour. By holding down the fire button, the Kid's pockets swell to gigantic proportions as the strength of his shot increases; release the fire button, and the full force of his pockets will be unleashed.

MAGIC POCKETS



Early Magic Pockets. This will be the first cute platform game from the Bitmap Brothers

ANY QUESTIONS? How cute can the Bitmaps be? This style of platform game marks a vast departure in style; it's unlike anything they've previously done. Could this change be a sign of

Renegade's much publicised war cry 'creative freedom' for programmers?

PLUS POINTS The game features a simplified version of the

alien intelligence used in the Bitmaps other upcoming game for Renegade, Gods. Even so, Magic Pockets will be a leige game, boasting a variety of tactical moves and graphic styles. Each alien has strength, vision and motivation levels calculated on a scale from one to nine. That gives a total of 729 different combinations and helps determine an alien's strength, how soon it locates you, and whether it wants to beat the hell out of you. There are various power ups and an array of special helmets to help the player

FIRST IMPRESSIONS

The game is only six months into development, but looks great fun. It's a little bit like a console game (significantly, this is a market into which Renegade are keen to move), and reminiscent of Flood - but seems like more fun. Some slick touches and wry touches make this a candidate for a CU Screen Star



"Honey, I'll be back in a flash"



RIK DANGEROUS
2

RICK DANGEROUS

The Story So Far.....



BACK IN A FLASH FOR COMMODORE 64, SPECTRUM, AMSTRAD



ATARI ST., COMMODORE AMIGA, TANDY AND IBM PC COMPATIBLES.

DARE YOU TAKE YOURS?

VIRUS ... ATTACK ... HUMAN ... ALIEN ... ~~POISON ...~~ POISON ... MUTATION ...
CLONE ... REPRODUCE ... SURVIVAL? ... ~~ANTIGRAVITY PILLS ...~~ DEFENCE ...
ELIMINATE ... REPEL ... ~~POISON ...~~ YOU NEED...



- 100% ray-traced graphics
- Ad lib and Roland sonic support (PC)
- 256 colours (PC VGA version) • Specially enhanced Atari 5TE mode
- Limited edition special canister packaging
- Random copies feature extra prize winning opportunity!

U.S. GOLD



U.S. GOLD LTD, Units 2/3, Mollard Way, Mollard,
Birmingham B1 7AX England Tel: 021 625 3366
Copyright © & © 1990 The Assembly Line and U.S. Gold. All
rights reserved. Manufactured and published by U.S. Gold Ltd.

SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND Feka channel sampled stereo rock or a Stock Aitken and Waterman drum track? The higher the rating the higher you rate the volume.

GRAPHICS Not just overall prettiness, but animation, style design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating tells you into how easy it is to get into a game, and once you start playing whether it's addictive or unrelentingly drab.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 25%	Man this stinks
30-35%	Phew, avoid.
40-45%	Below par
50-55%	Worth checking out if you're a fan of the game style.
60-65%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed
85-92%	ScreenStar, recommended
93%+	Super Star, our highest accolade. Must not be missed

AMIGA SPEC

Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine, we'll tell you how and why. Each and every Amiga spec will be tailored to the review. Some of the ratings are objective — eg number of onscreen colours, levels etc, others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	440K
SCROLL SPEED	5
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
FRACTALS SYNTHESISED	
SOUND + COIN-OP SAMPLES	



Ninety-three percent and a game's worth a superstar. We hardly threw these around — but if a game displays total superiority qualities, it just might be in with a chance.



The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

THE TEAM

STEVE JAMES

Genial as ever, big Steve's idea of heaven is basking in the hot sun of some far away land, stuffing his face with bread, cheese and a cow's worth of milk, while discussing deadlines(?) with a pal.

OLAN SLINGSBY

Coming from the grim north, Olan would love nothing better than to be camped out on platform five of Hull station, eyeing up some tasty DS432 diesel loaves, munching on corn beef and dripping samosas.

MARK PATTERSON

Mark has always wanted to come back in a future life as a Double Whopper with extra cheese topping, large fries and a jumbo coke. Failing that he'd like to return as a malignant festering growth lodged in the publisher's groin.





Left: The three-way fire power-up is useful if you want to go in blasting. Bottom: The rooftop confrontation with the human. Can doesn't last long as he's easily blasted to bits.

ROBOCOP 2

After almost two years in the softcharts, the original RoboCop game has been decommissioned only to be superseded by a much-improved and long-awaited sequel. Developed by Special FX, it boasts seven levels: three platform shoot 'em ups, two puzzle games and a couple of hostage shoot outs. The game loosely ties in to the film and features digitised images taken directly from the movie between levels. Obviously, programming began months before the film was released, so the team had to rely on a preliminary script, character pics and rough cuts from the movie.

The first level is a platform shoot 'em up and involves the player collecting canisters of Nuke, an addictive drug, before they fall into the hands of criminals. Ten need to be collected before you can move onto the next section. There are also a number of hostages to free if you release ten of them you'll also get an extra life. Throughout the level, there are numerous perps running

around, armed to the teeth with guns, bazookas and mortars who need to be taken out. Power-up icons are scattered around the level as well as a number of mystery icons which may aid a player's progress or cause real problems by reversing the joystick controls. There's also a time limit, and if you fail to reach the end of the stage within it, you are placed back at the start of the level. Another obstacle is a hover-board which must be used to access higher levels of the building.

The puzzle sections involve RoboCop in a race against time as he attempts to regain his memory (robbed from him in the

film by a loopy psychologist). This is done by collecting Robo's memory chips on a graphic representation of a circuit board. However, rogue chips block a player's progress and you can't double back or pass through the same location twice. There are four sections to get through, each one harder than the last. If works well, but once it's completed it's a bit of a pain to have to go through the whole process again.

Next up is the first shooting gallery level which involves calibrating Robo's gunsights by shooting criminals (but not their hostages) as they appear at windows. It's very similar to sequences in the first game and is great fun although it's hard to distinguish the shapes as they appear at windows and the controls are sluggish. The more targets you hit, the less shots you'll need to polish off the bad guys in subsequent levels. If you fail badly, though, you'll get a second chance later on.

Robo can then move on to the second platform game. Set in the Tokka Gowa Brewery, the

gameplay is similar to the first level with more hostages and Nuke to collect. There's also acid baths to avoid, crumbling floors, rolling barrels to jump over, and electronic eyes set at ankle height which trigger explosives if activated. Thankfully, there are a number of power-up icons to collect, including rapid fire, scatter shot and three-way fire. To negotiate the acid baths the player has to manoeuvre Robo onto an overhead crane which is easy once you've got the jump timed exactly right. When the player has reached the roof, it's a face off with the human Can who's easily blown away.

After another puzzle section and firing range shoot out, the final level pits Robo against an assortment of characters from the movie, including Hob, a 12-year old sadistic killer, ED-209, and the apomymous RoboCop 2. There's also heavy duty hardware on display such as mintanks, missile launchers, cybermaniacs, and heat seeking missiles. The ED-209 sprites are great, and really look the part



SCREEN SCENE

Top: Shoot the oil drum to reveal a canister of Nuka. Left: Slip on the lift, move your joystick forwards, and the lift will move upwards

The hover-board is quite difficult to control at first. There's a certain knack in guiding the board and getting the thrust just right to avoid the falling canisters which force the board back down. There are also gunmen at each intersection.



The drug lab where Nuka is manufactured forms the last section of level one. You have to shoot all the hoodlums and then crash the laboratory, which explodes in a pyrotechnic light show, before progressing onto the second level.



The Nuka Kids On The Block are out to total RoboCop. It's your job to wipe 'em out. You start with three lives and a control system that allows you to crouch, jump, punch, turn on the spot and use an assortment of deadly weapons.



Using movie samples such as Robo's footprints and gunfire, Keith Timmer has also synthesised numerous other sound effects such as banister hitting the ground and acid dripping from overhead acid baths.



In-game information appears in the bottom quarter of the screen. A squashed can is used to denote energy levels and a RoboCop head shot indicates how many lives a player has left. If you lose a life the image of Robo changes to that of Murphy.



Right: Listen out for the wailing hostages in the first two platform levels - that's the Keith Timmer, one of the development team, crying out for help as he couldn't persuade anyone else at SFX to do it.



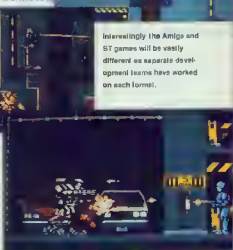
Right: The RoboCop 2 sprite is a disappointment. After fighting through to the end-of-game confrontation, you're a right to expect something a bit special. The sprite is far too small, has precious little animation and looks nothing like the movie's monster.

as they lumber across the screen. Unfortunately, the Robo2 sprite is dreadful. The sprite is small, static and looks nothing like the movie incarnation. After confronting the new, improved Cain, it's a matter of blasting him back through the levels and blowing him to pieces. This takes a fair bit of fire power, but there's no great difficulty and it comes as a massive anti-climax.

Although there's no in-game soundtrack, the sonics are more than adequate. Graphics-wise, the RoboCop 2 sprite moves in a similar style to his movie counterpart. The colour palette is subtly used and fairly impressive, with 16 colours used on the RoboCop sprite, and a further 16 used on the backgrounds.

RoboCop 2 is a mish-mash of game styles. However, the gameplay is addictive and there's certainly a lot going on. It's destined to be the Christmas number one whatever I say, but it's nice to see a half decent product up there for once. The best licensed product of the year? You bet!

Dan Slingsby



Interestingly the Amiga and ST games will be vastly different as separate development teams have worked on each format.

THE TEAM Karen Davies, 30, handled the sprite graphics and animation. Based as a graphic artist and initially specialising in tutorials, Karen's involvement with the software industry began at Imagos and Denton Designs before she moved to SFX three years ago. Previous games have included *Frankie Goes To Hollywood*, *Flx Fly* and *Mystic*.

Colin Washburn, 26, was responsible for the backgrounds in RoboCop 2. Although he's only been at SFX for a year, he's previously worked at Paycom with *Terminator* and *Arise* to his credit.

Keith Timmer, 24, is the man with the music. Using a Roland D-18 and a Pro Sound Sampler for the Amiga, he's previously worked on *The Untouchables*. Striding it all together is Ian Moran, the youngest of the team of only 20 years old. Previous programming experience has been on *The Untouchables* and *Midnight Resistance*.

OCEAN £24.99

Arresting platform shoot 'em up'

GRAPHICS	82%
SOUND	88%
LASTABILITY	77%
PLAYABILITY	86%

OVERALL 83%

The eponymous Robocop 2 was built using insect-like dimensions for his physique. For instance, the dangerously narrow waist allows him to turn extremely quickly whilst supporting the massive bulk of his torso and powerful arms



Weeks of stop-frame animation went into preparing what only lasted on the screen for less than half an hour.

PREPARING FOR BATTLE

ROBOCOP 2 - THE MOVIE

RoboCop blasts his way back onto the silver screen in another hard-kitting futuristic thriller. Dan 'Evening off' Snijsky was at the scene of the crime and took notes.

OCP thunders returns in another orgy of ultraviolence in future Detroit. This time the city's in the grip of a crime wave as the police take to the picket lines. A new designer drug, the massively addictive Nuka, has swept the populace and rival gangs are fighting for control of the bankrupt city. If that isn't enough, the huge Omni Consumer Products mega-corporation who pay the police's wages are about to force the city to default on its loans and take control of the whole of Detroit. This is Thatcherism gone mad in the 21st century and it's not a pleasant sight.

It's up to RoboCop and a handful of non-striking cops to patrol the city and keep some semblance of law and order. It's not long before Murphy comes up against the sinister Cain, a drugs baron peddling the powerful Nuka, and his fanatical supporters. After a series of minor skirmishes, RoboCop goes legless (literally) as Cain sets about him with a pneumatic drill. Out for revenge, a new, improved RoboCop tracks down Cain and offs him in a spectacular car chase.

Unfortunately, OCP decide the time's ripe for RoboCop MK II and, in their infinite wisdom, Cain's drug-addicted brain for the prototype. Predictably, Robo2 goes loco and the film dissolves in a battle royale between the two metal monsters.

Co-written by comic book king Frank Miller (Dark Knight and Daredevil), the follow-up to Paul Verhoeven's original is short on plot but high on body counts. The action doesn't stop and is admirably paced by director, Irvin Kershner (The Empire Strikes Back). Whereas the original Verhoeven directed movie managed to let its vertical targets with suspense arise, the sequel tends to beat the viewer over the head with its vision of a future urban nightmare and veers towards camp at more than one occasion. Still, it gets the thumbs up from the CU crew and is an action-packed couple of hours of rip-snorting violence.

There's no doubting that Robocop 2 is a visual tour-de-force. Steve Merrett tries to spot the strings...

It was destined to be THE fight of 1990. Forget Iron Mike Tyson. Forget James 'Buster' Douglas or Thomas 'Hitman' Hearns. This year, the real lolly was on the money spinning slugging match in the sequel to 1987's box office smash, RoboCop. However, behind this scrap to end all scraps went some four months of preparation which kept over a

hundred people busy as they worked exhausting forty-eight hour shifts

IN THE BLUE CORNER

The main problems that plagued the production of the first film was the weight of the RoboCop suit that Peter Weller had to wear. So the decision was taken early on to replace the cumbersome outfit with a more lightweight number - the main advantages being that it would take less time for Weller to get in and out of it, and the lightness would mean that the actor could also perform for longer. As soon as the sequel was announced, the film's producers decided to reunite the FX wizards behind the original. However, FX man Bob Bottin was already scheduled to work on the new Arnie blockbuster, Total Recall, so the main duties of organising the suits and general FX production went over to his second-in-command on the first film, Dennis Pawlik.

Pawlik supervised the construction of the new latex 'Robosuit' and added several modifications he deemed necessary. For instance, the new



BADLANDS™

From the creators of the classic Super Sprint comes Badlands – a fabulous conversion of the popular coin-op.

It's been 50 years since the nuclear disaster and a new sport has evolved in the arid wastelands known as the Badlands. Sprint Racing with a killing touch is the sport – a destructive battle between armoured cars. It's all out war on the track as players blast the drone cars and each other to finish first.

Aggressive and dangerous, in the Badlands only the ruthless live to tell the tale. Customise your racer with extra missiles, speed, tyres, turbo boosts and shields. Avoid oil spills and a host of hazards to race the eight unique tracks which become more dangerous as the level of difficulty increases.

Badlands: For one or two players – its ruthless, destructive and great fun!

Available on: Badges, Road 97,
1004 PC AT & 3.5",
Commodore 64, Amstrad, IBM,
Samurai Shogun, G40,
Spectrum 128, Spectrum 486/128,
PowerPC, Sony, Sega, Atari, etc.

© 1995 Tengen Inc. All rights reserved.
No other names or trademarks
are used without permission.
Produced by Tengen Software Corp.
PlayStation 1.00, Sega Saturn 1.00, Atari 1.00,
Sony 1.00, IBM 1.00, Amstrad 1.00, G40 1.00,
Spectrum 1.00, Spectrum 486/128 1.00,
PowerPC 1.00, Sony 1.00, Sega 1.00, Atari 1.00



TENGEN

The Name in Coin-Op Conversions

DOMARK

MICROTEC

DOUBLE
PACK
£12.99

ENTERTAINMENT

PRESENTS

In conjunction with Mutation Software

FOR
THE
AMIGA



B y P o s t B y P h o n e

Please rush me a copy of Bug Bash/Nucleus
I enclose a cheque/postal order for £12.99
plus £1.00 post and packaging

NAME _____

ADDRESS _____

POSTCODE _____

To order by Access or Visa

RING

071 - 281 9022

Also available from your local computer store

MICROTEC ENTERTAINMENT, 61 STROUD GREEN ROAD LONDON N4 3EG.

PREPARING FOR BATTLE

suit was shinier, but now sported a blue lining to stop the cameras and lights reflecting and ruining a scene. The main difference, though, was that they concentrated on making it easier for Weller and the crew to slip the suit on and off, thanks to the addition of velcro fasteners, clips and unseen metal buttons. The final result was a bodykit which could be slipped on in less than an hour and off in less than half that, saving the production team over two to three hours every time Weller was needed. Despite these enhancements, though, the basic bulky design of the suit still caused its fair share of problems as the helmet severely restricted the actor's vision, and the massive boots he wore made seemingly simple things like walking down a flight of steps difficult to perform.

For various scenes in the film, Pawlik needed to produce no less than nine different body suits, each of which had a subtle variation on them – a scratch or a laser burn, perhaps. To create each of these suits within the four months allotted, though, would have been nigh-on impossible, so Rob Bottin created four of them, along with the lully puppeteered top half of the metallic cop which is seen after Cain has cut him in half. And the finished suits – all nine of them – were built almost specifically for the massive one on one fight between Murphy and the titular Robocop 2.

IN THE RED CORNER

It may seem surprising that Murphy had so much trouble with Cain/Robocop 2 when you consider that his adversary was only fourteen inches tall. With the exception of the odd scene, all of Robocop II's action scenes were filmed using a stop-motion technique, and for the scenes that involved Weller battling the giant robot, a full-size eight-foot version was constructed with limbs that could be moved relatively easily. On the whole, though, the full-size Robo II was unwieldy and notoriously delicate, which meant that too much movement could send it toppling over at the expense of



Although a full-size moveable Robocop 2 figure was built, it was extremely delicate and couldn't withstand too much action without toppling over, costing the crew valuable time



Although a split-screen technique was used for a lot of the fight sequences, for scenes like this one, the full-size creature was used.



several days' filming in charge of Robo 2's scenes and the many stop-frame sequences used in the film was Phil Tippel and his team of no less than ninety members (some fifty-six

of these being animators). Tippel's experience in the field can be traced back to his Oscar-winning work on George Lucas' Empire Strikes Back, and at the start of pro-

SCREEN SCENE

duction, like Pawlik, it was given four months to work miracles.

To mix the live action sequences with the animators' stop-frame scenes meant some clever film editing and the use of split-screen filming where live action would be shown in one half of the screen, and the film was spliced to show some animated sequences on the other. Similarly, an advanced version of CSO (Colour Separation Overlay) was used with the puppets filmed in front of a blue backdrop with background action added afterwards.

It was decided at the start, that they wanted Robocop's successor to look almost insect-like, so Tippel made sure that final construction was a massive and stocky beast, but with a perilously thin waist – a trait most insects share. The next problem was getting over the sheer strength the machine possessed, and this involved maintaining the speed needed to, say, knock Murphy over a wall, whilst ensuring it was relatively believable – a feat that needed meticulous filming and several takes. And the animators made extensive use of storyboarding to plot each part of the all-important light scene, as a single continuity slip up would have caused glaring errors that could make the film look as if it had been badly edited. The result is a spectacular ten minute on-screen battle royale, the direct result of months of intensive work.

THE FUTURE...

As you can guess, Robocop III is already on the cards, with several scripts under consideration by film company Orion. There are, as yet, no specific details as to which director may take up the reins or close to the eventual storyline, but there are rumours that the original Robocop – alias Peter Weller – may not be donning the suit of Detroit's favourite cop...



A couple of the introductory screens that set the scene. They're the only graphics that are recognisably 'Paygnosis', although the game is a player and not a looker...

NITRO

Nitro is not an original game. In fact, when it comes to adjectives to describe the gameplay, revolutionary isn't one that springs to mind. The idea of a multi-player game featuring cars that race around a small track collecting bonuses to improve their capabilities is one that was implemented many years ago in the form of *Super Sprint*. Even evolving the idea by setting the track over a scrolling play area against a backdrop of a major city road map was tackled not so long ago in Activision's *Hot Rod*. So why give Paygnosis effort such a good mark? Because it's well presented, damn well exe-

cuted and a lot of fun to play.

'The Champion of Champions' is the title of an annual race where the prize is one million pounds and losing results in death. Set over 32 tracks, the race takes you through busy city centres, twisting forests and barren wastelands. Unlike most racers, you aren't out of the game if you come last. The only way to lose the game is to run out of gas.

As you race around, you can encounter all sorts of traps and pitfalls, such as rocks, walls, holes and patches of oil and water. Colliding into objects causes temporary damage to your car, signified by smoke

Each track takes the form of a 360 degree scrolling top view map that centres around the human player(s). The route through the map is marked with arrows, although you are allowed to cut as many corners as you like to reach the finish line. You are one of the four cars in the race, up to three of which can be human controlled. Obviously, the more players controlling, the better the game.

rings pouring from your engine and the car begins to wobble across the road rather than hold a straight line.

Nor everything in the game is bad, however. Tokens can be collected that supply you with points, gas or cash. The cash is used between levels to upgrade your car's engine and handling capabilities, or to buy a totally new one.

Graphically, Nitro is not overly impressive. Nice smooth scrolling and arcade-style sprites give a fun feel to the game, although the pictures of the players displayed between levels are a little suspect. Is that really Clint Eastwood sat next to Rambo?

Nitro is a great game to play, even if it isn't particularly 'new'. It plays well, and that's where the addictive qualities lie. It isn't a game that you'll play into the early hours, but you will find yourself loading it up over and over again.

Tony Dillon



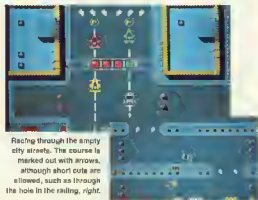
Everybody has a choice of three cars. Each vehicle behaves differently, depending on terrain. The sports car is great for the city, whereas the Turbo Buggy has an advantage over the wastelands.

PSYGNOSIS £24.99

'A multi-player drive 'em up - Nitro is fun to play'

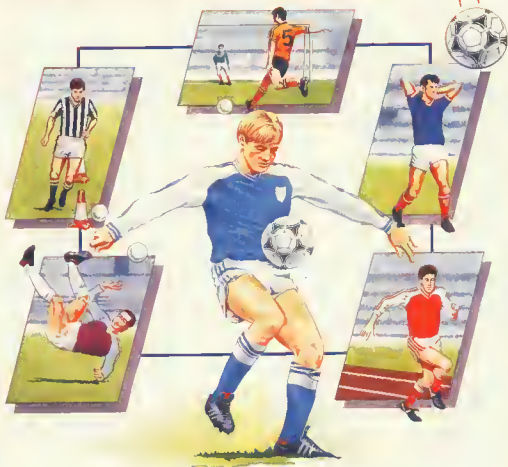
GRAPHICS	80%
SOUND	72%
LASTABILITY	81%
PLAYABILITY	84%

OVERALL 82%



Racing through the empty city streets. The course is marked out with arrows, although short cuts are allowed, such as through the hole in the railing, right.

STRIKER



TRAIN YOUR WAY
TO THE TOP!

OVER A DOZEN
SUPERB GAMES
TO PLAY!



IMPRESSIONS • RIVERBANK HOUSE • PUTNEY BRIDGE APPROACH • LONDON • SW6 3JD

SOFTWARE WITH STYLE

SOFT SELLERS

MAIL
ORDER

6 BOND STREET, IPSWICH, SUFFOLK, IP4 1JE

MAIL
ORDER

5A DOGS HEAD STREET, IPSWICH (RETAIL)



36A OSBORNE STREET, COLCHESTER, ESSEX, (RETAIL)

MAIL ORDER PURCHASE LINE (0473) 257158/(0473) 210805 FAX (0473) 213457

ST	AMIGA	ST	AMIGA	ST	AMIGA
'ATH DIMENSION	18.99	'GOLD OF THE AZTECS	18.99	PHOTON STORM	13.99
088 ATTACK SUB	18.99	'GRIM BLOOD	13.99	'PANIC STATION	13.99
'ADDIDAS CHAMP TIE BREAK	18.99	'BLINS AND BUTTER	10.99	'PYRAMAX	13.99
ANTS HEAD (DATA DISK)	12.99	'GOLDEN AXE	13.99	'PAMROD	10.99
'ALPHA WAVES	18.99	HAMMERST	16.99	REACTA FOR THE SKY	18.99
'ANNIUS	13.99	'HARPOON	—	'RALLY	10.99
'ANCIENT ART OF WAR	18.99	HARLEY DAVIDSON	19.99	RAINBOW ISLAND	13.99
'ANT ART WAR AT SEA	10.99	HERO QUEST	24.99	RESOLUTION 161	18.99
ATE 7	10.99	HEROES (COMP)	19.99	ROURICE DRIFT	16.99
ATOMIC	13.99	'MAIDS OF MONTZUMA	18.99	ROCK DANGEROUS 2	10.99
'ALCATRAZ	10.99	'WALDOO COLLECTION	19.99	ROTOR	16.99
ATOMIC ROBO KID	10.99	WAWHO	13.99	'ROSCOP 2	16.99
'ACTION FIGHTER	10.99	'INT 3D TENNIS	18.99	'RAIL ROAD TYDOON	10.99
'ADDIDAS CHIR FOOTBALL	15.99	'INT CHAMP WRESTLE	18.99	RED STORM RISING	15.99
ANARCHY	13.99	IMPERIUM	18.99	'ROBBS DE ROMAN	10.99
'ACQUAFORTURA	24.99	'INSECTATION	16.99	SE U C K	19.99
'AWESOME	24.99	'INT EJECTOR	16.99	'SPEED BALL 2	16.99
'ARMOUR GEDDON	15.99	ITALY 1990	13.99	'SWORD OF SAMURAI	10.99
'BARBARIAN II (REVENGE)	18.99	'INCO 502	—	'SECRET AGENT ELITE BY	13.99
BANKOK KNIGHTS	13.99	'IRON MAN	13.99	STORM ACROSS EUROPE	18.99
BATTLECHESS	18.99	'IMMORTAL	18.99	'SPINDOZZY 2	10.99
'BAD LANDS	18.99	'IT CAME P' DESERT	18.99	'SILVER BLADES	10.99
'BATTLE COMMAND	18.99	'JUICE DREDD	13.99	'SIMULORA	16.99
'BATTLE MASTER	19.99	KNIGHTS DE KRISTALLION	—	SHADOW OF BEAST 2	18.99
'BSS JANE SEYMUR	14.99	KICK OFF 2	12.99	ST O S	18.99
'BETRAVAL	18.99	KICK OFF 2 WAGE	16.99	'SHADOW SCORPER	13.99
BOMBER MISSION OWS	12.99	KICK OFF 2 (MEG VERSION)	19.99	STREET FIGHTING MAN	13.99
BATMAN (MOVIE)	13.99	KICK OFF EXTRA TIME	9.99	'SEY SPY	13.99
BLUE ANGELS	18.99	KICK OFF COMP	16.99	'STEPHEN HENDRY	10.99
'BILLY THE KID	18.99	KLAX	13.99	CHAMBERSHIRE SNOOKER	18.99
'BLACK BLOOD	19.99	KILLING GAME SHOW	10.99	'SHOW STRIKE	18.99
'BLACK TIGER	13.99	'LIGHT CORRIDOR	10.99	SHADOW OF BEAST	18.99
'BLACK WARRIOR	15.99	'LIFE AND DEATH	18.99	SHADOW WARRIORS	13.99
BUDAKHAN	18.99	'LOTUS TURBO	16.99	SUBSITUTO	10.99
'BUCK ROGERS	18.99	LEISURE SUIT LARRY III	29.99	SUN CITY	10.99
'CUTRO	16.99	'LEMMINGS	16.99	STAR FLIGHT	16.99
CHASE HQ	13.99	'LEAVING TERMINA	13.99	'SUPERMAGY	13.99
CABAL	13.99	LAST NINJA II	18.99	SUPERCHAMP	16.99
CADAVR	18.99	LOOM	15.99	'STUN RUNNER	10.99
'CRIME WAVE	16.99	LOST PIKROL	13.99	'SPY WHO LOVED ME	13.99
'CRASHAGE	15.99	'LAST STUNTMAN	13.99	'THE PLAGUE	16.99
CONQUEROR	16.99	'LEGEND BILLY BOULDER	10.99	'TIME MACHINE	16.99
CORPORATION	16.99	MANIC MANSION	16.99	'TEENAGE TURTLES	18.99
'CHAMION OF RAJ	16.99	'MAJESTY	18.99	'THUNDERSTRIKE	16.99
'CORVETTE	—	MIDWINTER	13.99	'TOURNAMENT GOLF	13.99
COUSO RACER	10.99	'MONTY PYTHON	13.99	TRIAD II (COMP)	19.99
'CHES CHAMPION 2175	15.99	MONKHO RESCE	15.99	'TEAM SUZUKI	18.99
'CHUCK YEAGERS AFT	16.99	'MYSTICAL	18.99	'TOCHTETS	13.99
COLARADO	16.99	'MURDER IN SPACE	16.99	'TOTAL RECALL	10.99
CHAOS/DUNGEON MASTER	19.99	MANCHESTER UTD 1	13.99	'TOKI	16.99
CHAOS STRIKES BACK	16.99	MATRIX MARKUJDS	15.99	TNT	19.99
'CHES SIMULATOR	10.99	'MIAN STREET	18.99	TENNIS CUP	16.99
DEFENDERS OF THE EARTH	12.99	M1 TANK PLATOON	19.99	TURFICAN	16.99
DUNGEON MASTER EDITION	9.99	'MURDER	16.99	TUSHER	10.99
DRAGONS BREATH	19.99	'MAGIOM	18.99	'THE KEEP	16.99
'DRAGON WAR	16.99	'MAGOMASTER	16.99	TV SPORTS BASKETBALL	16.99
DAYS DE THUNDER	18.99	'MYTH	16.99	ULTIMATE GOLF	16.99
DRAGON FIGHT	10.99	NEW YORK WARRIOR	13.99	UNTOUCHABLES	13.99
DRAXEN	19.99	NUCLEAR WAR	16.99	UNIVERSE II	15.99
'DUSTER	16.99	NAVY SEALS	16.99	'UNITS I	19.99
'DYNAMIC DEBU E	15.99	'NARC	18.99	ULTIMA V	19.99
DYNASTY WARS	16.99	'NIGHT BREED	16.99	'UP AND AWAY	16.99
'EAGLE RIDER	16.99	NORTH AND SOUTH	15.99	MAXINE	13.99
'EGITARY	13.99	NEUROMANCER	—	VENUS FLY TRAP	13.99
E-MOTION	13.99	'OPERATION HARRER	16.99	'VENDETTE	16.99
EMLYN HUGHES INT SOCCER	16.99	'OUTBACK	24.99	'VERILUS 2	16.99
'ENTERPRISE	13.99	'ORBITUS	15.99	VOCODOO NIGHTMARE	10.99
'EDITION I (COMP)	18.99	ORIENTAL DAMES	15.99	WAIHEAD	16.99
'FLASH DRAGON	13.99	'PARAWOOD 90	16.99	'WELLTRES	16.99
'FINALE (COMP)	16.99	'PILOTING	16.99	'WARR YELP	16.99
'FOOTBALL SIMULATOR	13.99	PINBALL MANG	13.99	'WOLFERCK	16.99
F29 RETALIATOR	18.99	POWER MANGER	19.99	'WHEELS OF STEEL	19.99
F19 STEALTH FIGHTER	16.99	'POP UP	13.99	WINGS	19.99
F16 COMBAT PILOT	15.99	'POLICE QUEST II	18.99	'WONDERLAND	—
FALCON	16.99	PLAYER MANAGER	12.99	WORLD CHAMP SOC	16.99
GALCON MISSION 2	13.99			'WALL	14.99
BLOOD	15.99			WARR MANGER	13.99
'FUTURE BASKETBALL	15.99			'WARE	12.99
FOUNDER BOMBER	19.99			XENDOMPH	16.99
'FLUPPT MAGNOSSE	10.99			'YOLLANDER	18.99
'FLIGHT DE INTRUDER	15.99			'ZONE WARRIOR	18.99



Every now and then, a large adversary will stroll along and a fight to the death will ensue. It's wise to save your magic for these encounters, but another trick is to hack away at them before they appear fully on the screen. This way they don't get to take a swing at you.

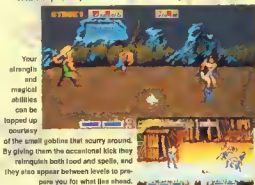
GOLDEN AXE

The Amiga conversion of *Golden Axe* has been six months in the making and, to Probe and Demantia's credit, it looks and plays extremely closely to its arcade parent and the Megadrive version. A one or two-player game, *Golden Axe* involves guiding three noble warriors across five horizontally-scrolling stages, whilst systematically slaughtering hordes of evil Orcs and warlocks. The reason for your trail of destruction is an evil warlock called Death Adder, who, in the process of seizing control of the surrounding land, killed each hero's family. You, of course must avenge their deaths and free your country, but before the quest can begin you must choose which of the three heroes to take into battle. Each of the trio — an Elf, an axe-wielding Conan lookalike, and a female warrior — have different battle and magic attributes, and what one makes up for in strength, he or she will lose in magical powers — thus, a nice balance between the two should be selected.

Once this has been done, the game begins with our heroes walking or running from left to right. As you progress, the twisted servants of Death Adder start to attack in groups of two or three. Using a combination of the joystick's directional controls



Each character's magical powers vary. With the physically weak female warrior coming out tops in terms of spell strength. Pressing either of the Alt keys casts the spell, and you can sit back while the enemy are knocked for six.



Your strength and magical abilities can be topped up courtesy of the small goblins that scurry around. By giving them the occasional kick they relinquish both food and spells, and they also appear between levels to prepare you for what lies ahead.

and the firebutton, each character can perform a number of easy-to-use aggressive moves, which include shoulder bashing, throwing and, of course, using whatever weapon you are holding. Each enemy must be

knocked down several times before they will give up. Too many hits from them will reduce your character's energy and will eventually cost one of your three lives. Making your task slightly easier, though, are the afore-

mentioned magic abilities, which, when activated, summon a hellish force which kills or weakens everyone in the vicinity and is an impressive visual showcase.

There's no doubting that *Golden Axe* is a good conversion: the graphics, animation and sound are almost identical to those of the coin-op, and it even sports all the arcade machine's intro screens. Despite all this, though, the gameplay is its main stumbling block, and whilst it is fun to play — especially in two player mode — and the initial urge to explore is great, its lasting appeal is dubious. A good conversion, if a little short in the longevity stakes, but definitely one for die-hard fans of the coin-op.

Steve Merrett

VIRGIN £19.95

“Hack your way through a quality coin-op conversion”

GRAPHICS	83%
SOUND	77%
LASTABILITY	74%
PLAYABILITY	83%

OVERALL 78%

ENTER FIRST INTO BATTLE... LAST TO LEAVE

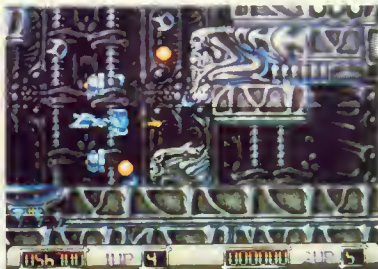


ATARI ST
CBM AMIGA
IBM PC &
COMPATIBLES

Set in the near future, as an alternative reality, **BATTLE COMMAND** is an arcade/strategy game in which the player controls a single 'MAULER' Assault Tank in one of 16 scenarios (missions) in the ultra-violet fought between two dominant races in the NEW WORLD. The latest phase of the North/South War has been going on for over 10 years, with a stalemate eventually developing - a standoff between armies massed over a long dug-in battlefield. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small 'behind the lines' actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

ocean

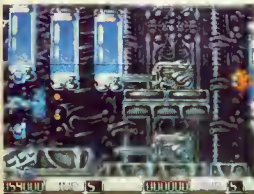
Ocean Software Limited, 15 Colindale Street,
Mandeville, A2 9NS, Herts, SG1 633 633
Tel: 043977 02145 • Fax: 0439 634 0650



Level three's Aliens come complete with snapping jaws, eggs and even the odd squid or two.

One of the better shoot 'em ups of last year was Rainbow Arts' *R-Type* derivative, *X-Out*. Boasting a catalogue of add-on weapons that put both *Blood Money* and *Xenon II* to shame, and some of the best end-of-level guardians the Amiga has seen, the game won all sorts of critical acclaim - and rightfully so. Thus, and following the likes of the film industry, it was inevitable that a sequel would be in the offing, and a long time - and with surprisingly little pre-release hype - It has finally arrived. *Z-Out*'s scenario picks up where *X-Out* left off, with your race celebrating the success of the *X-Out* mission, interrupting the jubilation, though, comes news of another attack. Moving quickly, the government recalls you into action and briefs you on your mission: destroy the invaders home

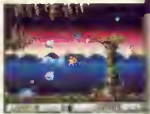
Z-OUT



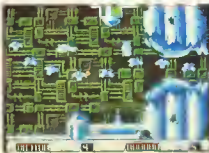
Graphically and sonically, Rainbow Arts have really excelled with *Z-Out*. Each stage has its own theme which suits the action perfectly, and they even get louder when you reach some of the nastier creatures. They haven't skimped on the graphics front, either, and the levels range from seemingly peaceful countryside to a flooded cavern - complete with rippling water.



As you approach the half-way point of a each level, the music ominously fades out and you are left to face a larger adversary before you can progress.



Even with a heavily armoured craft there's still some very light paper to get through. No weapons can help you here



Z-Out borrows a lot of ideas from a number of recent shoot-'em-ups, but its gameplay draws from Irem's *R-Type* the most. The most blatant example of this is the protective nose cone which can be sent to clear the path ahead with a quick prod of the space bar

SCREEN SCENE



planet, and end their menace forever.

Aesthetically and technically, *Z-Out* seems very similar to its predecessor as both games sport six horizontally-scrolling levels each of which has a massive guardian waiting for you at the end of it. Likewise, whilst *X-Out* took its cue from a classic coin-op, *Z-Out* borrows quite heavily from its follow-up. However, despite its stale storyline and its similar facade, *Z-Out* is an extremely playable shoot-'em-up. Okay, so it doesn't offer a great deal over *X-Out* in terms of new gameplay features, but the graphics have been improved upon and now sport impressive organic and hi-tech looks in the style of H.R. 'Alien' Geiger, whilst the enemy formations are faster and deadlier than those of the original. Similarly, the most important addition to the tried

and trusted gameplay is a two-player mode which allows a friend to join in and share the blasting.

The horizontally-scrolling action begins with your pillul-equipped ship evading numerous enemy fleets. These take the shape of both air and ground-based ships that spew numerous bullets as they pass, and the almost obligatory guardians who now appear both during a level as well as at the end. As can be expected, these are lethal, and contact with them or their bullets results in the loss of one of your five lives. Making your task easier, though, and replacing the shop system *X-Out* favoured, extra weapons are scattered randomly throughout the levels in the form of coloured capsules which appear when certain species of aliens are shot. Once collected, these endow

your ship with all manner of strange but deadly devices, ranging from the ever-popular 'probe' device that protects your ship from oncoming bullets and can be sent ahead of you, to zig-zag bullets which penetrate even the most thorough of defences. The most impressive display of weaponry, though, are the side-mounted cannons which not only can withstand constant hits from aliens ships, but effectively triple your armaments — the only major problem, though, is that if you lose a life, all your collected weapons are lost.

Whilst not offering anything particularly new, *Z-Out* is a fast and furious blaster which puts most of its competitors to shame. The variety and quality of the graphics are, on the whole, excellent, with the Giger-inspired level three deserving a particular men-

tion, with its Alien habitats sporting the piston-like jaws their film counterparts used! In addition, the end-of-level and mid-way guardians are even better than those of *X-Out*, rounding off one of the most polished and addictive shoot-'em-ups the Amiga has seen for months.

Sveve Merrett



ARMED AND DANGEROUS... In league with, your ship is armed with a pathetic laser, but by shooting the red demons that occasionally scuttle across the screen, extra pods can be collected which enhance your ship. Once you have secured the open zone, the weapons then appear in a random order, and range from homing bullets to side-mounted cannons which also double up as shields, withstanding hits from aliens or their bullets.

AMIGA SPEC

MEMORY REQUIRED	512K
SCROLL SPEED	8
COLLISION DETECTION	9
COLOURS ON SCREEN	40
LEVELS	6
DIFFICULTY LEVEL	7
HOURS TO COMPLETE	72
NUMBER OF PLAYERS	1/2
GRAPHICS STYLE	EXTREMELY
VARIED AND DRAWING INSPIRATION	
FROM A LOT OF COIN-OPS. RUNS AT	
50M2.	
SOUND	EACH STAGE HAS ITS OWN
ACCOMPANYING SOUNDTRACK, ALONG	
WITH A NUMBER OF SUITABLY LOUD	
BLASTING EFFECTS	

The end-of-level and mid-level guardians raise the flavour of each stage's graphical style. By far the most original, though, is the enlarged egg that awaits



you during level 3. As you enter its lair, a bio-mechanical wall prevents you from harming it. By entering the fiery ring that spins towards you, though, the gate part, allowing you to blast away at it until it eventually explodes, allowing you to pass.

RAINBOW ARTS £19.99

A polished, addictive and fun shoot-'em-up

GRAPHICS	93%
SOUND	89%
LASTABILITY	90%
PLAYABILITY	88%

OVERALL 89%

IVAN 'IRONMAN' STEWART'S

SUPER OFF ROAD

GRAB
THE WHEEL,
AND HIT
THE NITROS!



"Highly recommended" - The One

"Simply the best - and will be for a long while yet."

94% overall - C&VG

"Best overhead racing game on the market
for all racing fans." 92% overall

"A great game full of road wrecking"

90% overall - A Crash Smash



GAMES

London: Virgin
Distribution Ltd
Unimodel Sports (The Oxford) - Unimodel
Virgin Games is a trade name of Virgin
Manufactures Ltd. Licensed by a trademark
of The London Corporation



AMIGA



ATARI ST



IBM PC



64



AMSTRAD



SPECTRUM



THE ARCADE
SMASH!

PRESENTED BY





CAR-VUP

No doubt inspired by the 'cutey' games that are currently appearing on the NES and Sega consoles, Car-Vup is a forty-eight stage platform romp with a little red car as its star. Control the little Harbie lookalike, called Arnie, as he attempts to rid his world of the marauding badies that have overrun it. Behind this catastrophe is the wicked Captain Grim who, as his name suggests, is against everything nice and, on seeing Arnie's happy-go-lucky world, decided that it was ripe for spoiling. Batora Arnie could act, Grim's minions were already running amok, and Car-Vup places you in the tyres of the little automobile as he prepares to clear each stage by brightening it up again. Lightening the tone of each stage is sufficient to save it from a fate worse than death, and this is achieved by painting or fixing away platform within the level by trundling over it. An easy enough task, hampered only by the aforementioned



Each of the eight worlds sports a different theme, ranging from a musical world to one based around the wild west. In addition, the enemy sprites are suitably attired to blend in with their odd surroundings and you can expect to meet cowboy guns and bass drums in their respective worlds



nasties who run and leap around the screen and generally make a nuisance of themselves

Arnie is controlled using the joystick and Core have made a concerted effort to make the controls as simple as possible. The system works well, with the fire button and the up and down directional controls sending Arnie into a jump (with the directional controls determining the height of the jump), whilst the left and right controls only come into play when you need to turn the little car around. Each horizontally-scrolling level wraps around and covers roughly four screens – and as you run from left to right, the platforms are scattered at different heights above you. In addition, as you colour them in one by one, various bonuses drop from the heavens and should be collected for extra points and features. For instance, collecting the balls that sport the letters that make up the word EXTRA will gain you an extra

CAR-VUP

life, whilst collecting B.O.N.U. and S will add to your score and ignite a flurry of fireworks to celebrate! For the most part, though, the bonuses are in the shape of point-giving fruit and goodies which add to your score considerably. Similarly, on odd occasions, a weapon icon will appear and, if collected, endows Arnie with a new offensive power. These take the form of jets of steam, bullets, and bombs which will kill any lurking nasties, or he can improve his performance with the addition of extra turning speed which allows our little red hero to turn on a sixpence.

And that's all there is to it really, but don't dismiss it as a simplistic platform romp. Behind *Car-Vup's* cute and simplistic front looks a surprisingly addictive little game, and it is obvious that a lot of time has been spent ensuring that the controls and gameplay are as simple and uncluttered as

possible, something which is perfectly apparent as the game is a doddle to pick up, but difficult to master — the key to an addictive game. Having said that, though, the game is no slouch in the graphics department, as each of the eight levels are nice and varied, with each stage boasting nasties that tie in with its overall theme and style — for instance, in *Musciend*, you can expect to be attacked by drums and trumpets. In terms of gameplay, *Car-Vup* borrows ideas from games as diverse as *Rainbow Islands* to *Wheeler* (remember that?), and the many bonuses and nice touches that have been included ensure that the game won't get too repetitive and dull. All in all, whilst not breaking down any sound or graphical barriers, *Car-Vup* offers addictive — if a little repetitive — platform action, and proves itself to be a neat and addictive variant on the tried and trusted platform theme. Worth a look.

Steve Merrett



Completing a level is simple in theory, but not as easy in practice. However, once all of the platforms have been painted, you will be whisked to safety by a friendly-looking helicopter.



Contact with the enemy is fatal, but a premature end to your world-saving plans can be averted with the collection of the many weapon icons which enable you to protect yourself with items such as bombs and bullets (see panel below).



VITAL ACCESSORIES



A number of weapons can be added to *Car-Vup's* cute little hero. Here's what to expect...

Ejector Seat: An extending arm flies out and kills whatever is directly above you.

Spore Tyres: When the fire button is pressed, these fly out behind you, killing anything in their path.

Oil Cans: When you drop the oil, anything chasing you spins out of control and dies — useful in a tight spot.

Steam: Like the ejector seat, this kills anything above you.

Depth Charge: These can be dropped on anything below you, killing them instantly.

The Backline: Protects the back of your car and stuns any enemy that runs into the resultant smoke ring.

Mortar Bombs: These can be fired in front of you to protect your path.

Gun: The most common add-on, and the most useful. Just blow whatever is in front of you out of the way!

Big Fender: A magic bumper that allows you to temporarily collide with other obstacles without sustaining any damage.



CORE DESIGN £24.99

Platform fun for the younger gamer

GRAPHICS	84%
SOUND	81%
LASTABILITY	82%
PLAYABILITY	83%

OVERALL 81%

THE FINAL CONFLICT



**A SIMULATION OF POWER
POLITICS AND GLOBAL WARFARE**



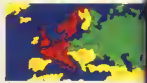
PLATO: AN
EXCITING RANGE
OF STRATEGY
GAMES FROM



IMPRESSIONS
RIVERBANK HOUSE
PUTNEY BRIDGE APPROACH
LONDON SW6 3JD

S O F T W A R E W I T H S T Y L E

SCREEN SCENE



The political map of Europe at the outbreak of World War Three. NATO are coloured red, the Warsaw Pact are coloured green as they are the players side, and neutral and non-pact countries are shown in yellow.

FINAL CONFLICT

Wargames are normally considered suitable toddler for train spotters and callow youths in anoraks. I can never understand why this image persists. While 'normal' games players are zapping a couple of aliens from Quoglan Minor, the wargamer is sitting at home deciding the future of the world with his finger on the 'nuke' switch and the fate of millions in his hands.

Final Conflict is one of a select few wargames that attempts to be user-friendly. The presentation is up to scratch, with nice graphics and easy-to-use icons. The scenarios are fairly modern

with a unified Germany and a Middle East conflict option. There's also a *Missile Command* style nuclear defence screen, where you have to shoot incoming warheads, and which adds a bit of variety to the traditional wargame.

Whatever the scenario you'll usually find yourself squaring up against another powerful country. You can use diplomacy to make them see your point of view or attack them which, of course, carries even more clout, though it can be costly on your country's resources.

A country's armies are divided into two sections, infantry and armoured. Because the game is set on a global scale there are no individual regiments in the usual wargame sense. Creating new infantry units depends on the amount of people of conscription age in a country. The number of personnel and the amount of raw materials available varies from country to country, so on a protracted campaign it makes sense to try and capture an area with good potential for manufacturing war materials.

There's always the nuclear option. This can



Defending against a nuclear attack is difficult.

Use the mouse to target where you want your anti nuke missiles to detonate (usually ahead of the incoming fire), then use the left and right mouse buttons to fire from your bases in the bottom corners of the screen.

SYSTEM CONTROL

Giving out an order is simply a matter of clicking on to a country, followed by an order icon, and possibly another country if you're sending troops there or working a diplomatic miracle. It's simple command systems like this that open up war and strategy gaming to people who are normally put off by long streams of complicated and laborious commands. The only drawback with this system is that a serious wargame fan might want a more developed control system capable of manipulating individual combat units and offering detailed logistical information.

backfire, however, leading to severe ecological problems, such as starvation or the onset of nuclear winter. Other countries will react if you fire nuclear missiles willy nilly, so the nuclear card needs to be played with care.

Final Conflicts occasionally too simplistic for its own good. Set against that there are some attractive graphics and a design system which adds to the game immensely. I don't feel there's enough in there to

keep dedicated wargamers happy; it's more like an advanced computer version of the classic board game, *Risk*. Worth checking out if you fancy your chances at world domination.

Mark Patterson



Your spies give you important information on the whereabouts of enemy bases.

IMPRESSIONS £24.99

A good, but slightly basic, wargame

GRAPHICS	66%
SOUND	54%
LASTABILITY	77%
PLAYABILITY	78%

OVERALL 78%



YOUR CHANCE TO WIN A GOLD MEDAL...

Achieve your place amongst the immortals in this truly exhilarating sports extravaganza ... **SPORTING GOLD™** ... offering no fewer than 21 captivating events, each one a game in itself.

Featuring **CALIFORNIA GAMES™**,
THE GAMES WINTER EDITION™ and
THE GAMES SUMMER EDITION™.

AVAILABLE ON: ATARI ST, CBM AMIGA and PC & COMPATIBLES.

● **CALIFORNIA GAMES™**

● **THE GAMES SUMMER EDITION™**

● **THE GAMES WINTER EDITION™**

● —ATARI ST ● AMIGA

SPORTING GOLD™
FROM EPYX™
21 GREAT SPORTING CHALLENGES...!
U.S. GOLD™

Screen shots are only intended to be illustrative of the game and do not show the screen images which may vary considerably between different hardware models and resolutions and are subject to the respective specifications.

EPYX™

This compilation © 1990 Epyx Inc.
All rights reserved. Epyx is a registered trademark. U.S. GOLD is a registered trademark and distributed under license by U.S. GOLD LTD, units 21/23 Hickman Way, Walsham, Warrington, M1 2AS, tel: 0204 201 2044.

**THE
WORLD'S
LARGEST
CHAIN
OF
AMIGA
CENTRES**

MR DIAMOND'S

Revenge of the DIRTY DOZEN

Why settle for anything less!

Southampton
(0703) 232777
Fax 232679
Poole (0202) 716226
Fax 716160
London 01-597 8851
Fax 590 8959
Midlands
(0928) 312155
Fax 883432
Manchester
COMING SOON
Bristol (0272) 693545
Fax 693223
Elre
(061) 376744
Fax (061) 376740

◆ 18 GAMES ◆ DIAMOND PACK 1 ◆ 16 GAMES ◆

ALL OUR AMIGA 500 PACKS CONTAIN MACHINES WITH THE FOLLOWING STANDARD FEATURES

- 512K RAM
- 1 Meg Disk Drive
- 4096 Colours
- Multi Tasking
- Mouse
- Built in Speech Synthesis
- Two Operation Manuals
- Operating System Disks
- All Appropriate Connecting Cables

AMIGA 500, *Night Breed*, *Back to the Future 2*, *Days of Thunder*, *Shadow of the Beast 2*, *Chess Player 2150*, *Outlawman*, *Dungeon Quest*, *E-Motion*, *Grand Monster Slam*, *Kid Gloves*, *Rick Dangerous*, *RVF*, *Honda*, *Shufflepuck Cafe*, *Soccer*, *Deluxe Paint II*, *Joystick*, *Tutorial Disk*, *TV Modulator* and over 100 PD Programs plus 2 mystery games

EXTRA 512K RAM
£34.95 inc VAT



£399.00
INC VAT

CLASS OF
90's PACK
£499.00

DIAMOND PACK 2

AMIGA 500 COMPUTER

WITH MOUSE

AND

PHILIPS 8833 MARK II

COLOUR STEREO MONITOR

£559.00 INCLUDING VAT

DIAMOND D501:

- ★ TWO YEAR WARRANTY
- ★ BATTERY BACKED CLOCK/CALENDAR
- ★ FREE UTILITIES DISK WORTH £49.95
- ★ ON-OFF SWITCH

NEW M6
8MB Ramboard
2MB Populated
£149.00 INC
VAT

£29.95
INC VAT

£39.95 inc VAT with
COMICSETTER or SPRITZ
PAINT or PHOTON PAINT II

DIAMOND PACK 3

If you thought our Diamond Pack 1 was good
value just look at our Diamond Pack 3

UK 8833 or 1084/S

GAME AS PACKS 1 OR 2, BUT WITH
PHILIPS COLOUR VISION MONITOR (U.K.)
NEW 1084SD

ONLY **£625.00** INC VAT

DIAMOND PACK 4

Same as Pack 2 with colour
monitor but includes 24 pin
colour printer

ONLY **£759.00** INC VAT
with Kindwords ver 2.0 Word Processor

RIBBONS

	Quantity	Each
	2	6
OKI 20 COL	£7.00	£6.50
OKI 20 SLICK	£5.00	£3.50
PANASONIC KXP 1124	£7.50	£6.50
KXP 1080/1/2/3	£3.95	£3.40
OKI 6100	£1.75	£1.60
M TALLY M730	£2.50	£2.70
STAR LC10	£3.80	£3.70
STAR LC10 COL	£6.50	£5.50
STAR LC24-10	£6.50	£5.50
CITIZEN 1200	£3.25	£3.10
UX300 EPSON	£2.50	£2.10
AMSTRAD PWP 4000	£2.85	£3.70

OKIMATE 20

24 Pin Colour Printer
£149, inc VAT & Delivery
While stocks last

DIAMOND – THE NAME YOU CAN TRUST

EXPORT HOTLINE (0272) 693 545
EXPORT FAX NO (0272) 693 223

Diamond Computer Systems Ltd
84 Lodge Road, Southampton
Diamond Computer Systems Ltd
406 Ashly Rd Poole Dorset BH14 0AA
Diamond Computer Systems Ltd,
227, Filton Avenue, Bristol
LAN Computer Systems Ltd,
1045 High Road, Chadwell Heath, Romford.
LHC Microsales, 121 Regents St.,
Leamington Spa, Warwickshire
Diamond Computer Systems Ltd,
Bailma, County Glens, S. Ireland
Diamond Computer Systems Ltd,
180 DeLagata, Manchester

CHIP SHOP PRICES

WE ONLY SELL NEW CHIPS

A590 CHIPS
0 3Mo £29.95 inc VAT 1 0Mb £56.95 inc VAT
2 0Mb £115.00 inc VAT

A590 2Mb Populated £299 + VAT
● UP BOARD CHIPS
2Mb £59 6Mb £279
4Mb £195 8Mb £368
● UP Board Supra only £139
● UP Board 2Mb Pop £229

★ SPECIAL ★

DIAMOND DRIVE, THRU
PORT ON/OFF SWITCH

ONLY **£49.95**

with metal case **£69.95**
INC VAT

PLASTIC
DRIVE
& DISK

WITH 10 BLANK DISKS
£53.95 INC VAT

AMIGA 1500

Dual drive B2000 & 1084S Colour Monitor, with Simcity,
Their Finest Hour and The Platinum Editor Works

Your AMIGA 500 is worth over £800!!

When you part exchange it for a B2000 with an autoboot hard disk!

Phone or call in to a Diamond store for details

Amiga 2000 from £499 inc VAT when you part exchange your existing system. Call for details.

RENOALE 8882
GENLOCK
£175 INC VAT

FLICKER FIXER
£275

£299 PRICE
BREAKTHROUGH
A590 2MB POPULATED
INCLUDES THE EXTRA 2MB

VIDI AMIGA
£79 INC VAT

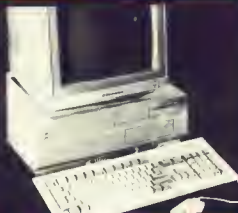
HI RES MONO CAMERA
£199 INC VAT

VIDI + CAMERA
£269 INC VAT

CITIZEN SWIFT
24 PIN PRINTER
£249

DIAMOND MULTISYNCH
MONITOR
£295

DIAMOND
MULTISYNCH 30
£379



40Mb Quantum Drive, Fast lite System Hard Disk for
B2000 - only £395 or £495 for 2Mb populated
Autoboot A2092 (20Mb Hard Disk) - £199

HIGH QUALITY 3.5" BULK DISKS

INC VAT
10...
25...
50...
100...
200...

RETAIL PRICES
ONLY

INC VAT
- £5.00
- £12.00
- £23.00
- £45.00
- £80.00

Add £4.95 for 80 capacity lockable box

Diamond Configured Packs:

AT System
Amiga B2000
AT Bridgeboard
2090A 20Mb Autoboot HD
1084S Colour Monitor

XT System
Amiga B2000
XT Bridgeboard
2090A 20Mb Autoboot HD
1084S Colour Monitor

Basic System
Amiga B2000
2090A 20Mb Autoboot HD
1084S Colour Monitor

Audio System
Amiga B2000 + 2090A
1084S Colour Monitor
Music X & Midi Interface

Visual System
Amiga B2300 Genlock
Deluxe Video 3 +
1084S colour monitor

Phone for our incredibly
low prices on the above
systems!

COLOUR PIC

Real Time
Frame Grabber
£399.00

NEW COMMODORE AMIGA 3000

DIAMOND 16/40 A3000 P.O.A.

DIAMOND 25/40 A3000 P.O.A.

DIAMOND 25/100 A3000 P.O.A.

CALL FOR VOLUME DISCOUNTS
WITH CBM OS/2

DIGIVIEW GOLD V.4

£99.00 INC VAT

AUDIO ENGINEER

£149.00 INC VAT

PROFESSIONAL PAGE

£99.00 INC VAT

POD SCAT GRAPHICS

TABLET

P.O.A.

PRINTERS

STAR LC 250 COLOUR

New colour 9-pin printer 225 cps high specification
with

CITIZEN 1240

New low cost high quality 24-pin printer

OKIDATA LASER 400 4 PPM

New laser with LED

technology

All printers in our range are dot matrix and include the

following features:

Standard centronics parallel port for direct connection to

Amiga, PCs, ST, Archimedes etc. Tractor and friction

paper feeds

PHILIPS MMS 1432

HIGH QUALITY 9-PIN PRINTER

CITIZEN SWIFT-24

WITH COLOUR

PANASONIC KXP-1124

24-PIN D-MATRIX PRINTER

OKIMATE 20

24-PIN COLOUR THERMAL

DOT MATRIX PRINTER

STAR LC-10 MONO

Multiple font options from 10x12 pixel - excellent paper

handling C64/128 version available

STAR LC-24-18

24 Pin version of the popular LC series with exceptional

letter print quality

£185

£649

£99

£229

£249

£199

£130

£119

£199

MONITORS

8883 MONITOR

All UK monitors have 1 year
on site guarantee

PHILIPS 8833 (U.K.)
COLOUR MONITOR WITH
STEREO SOUND

ONLY £199.00

DIAMOND MULTISYNCH
MONITOR

ONLY £295.00

1084/S £189.00

COMMODORE 1084/SD
MONITOR

ONLY £209.00

NEW CBM 1084SD

ALL PRICES EXCLUDE VAT. COURIER £7, NEXT DAY SERVICE £10
E & OE. All prices correct at time of going to press and are subject to change without notice.

“Just what a game should be: looks good, sounds good, and plays like a dream.”

Chris Morley ACE, October 1990



936

The 3D vector graphics system is distinctive featuring solid 1024 3D graphics with shadows and light intensity variations. The system allows walls and structures surfaces to be finely mixed, lit, and textured with semi-transparent surfaces are also employed.

The game also runs up to 250 new player objects on the map. The game cycle rate and the view cycle are independent so when game time can be kept more or less constant even if the display rate is slowed down.

Special explosion effects are achieved using a highly efficient particle controller also individually running up to 100 particles. Definitely a game also goes with a bang!

Simulera uses a grid-based map similar to Virus but includes block systems introducing graticle-based and light effects.



Simulera is verging on the awesome, conjuring up

immediate comparisons with the classic Virus. Your SRV rotates 360 degrees and can fly or drive. The rotation and shading are excellent and the game has a great feeling of speed. Battle is fast and furious and you can power up the SRV with loads of goodies including speed-ups, radar, live and target missiles, target display systems, shields and extra lives.



By MicroStyle



936

To add variety to an already excellent game, MicroStyle went through a most variety of scenarios. First, and most common, are the laser targets that slowly sweep in a complete circle until they lock onto you, whereupon they fly

violently. Various ground and air attack craft, such as jets and small tanks, race around the pathways, constantly needing only one shot to kill. Then you meet the elephants - these can only be killed with missiles, but when you explode in the most satisfactory way yet, by when explode the you burst and then collapsing in as themselves with a terrific sound effect.

Throughout the game you also access to a strategy screen for strategic planning - and there's also a sort of power-up that gives you short range ranging/radar facilities while you're moving.



The result is a fast paced 3D shoot-em-up that is slightly similar to Resolution 101 in gameplay terms but blends in elements of Falcon and Virus as well. In addition, the grid construction introduces a maze element. Sound effects are superb and add to the sensation of speed. There's also a wonderful intro sequence.

Just what a game should be: looks good, sounds good, and plays like a dream.

MICROSTYLE hurl you into the computer war of the future and produce a red hot 3D shoot-em-up as an incentive...

Cyberspace rules in the far future, where even war is played out inside massive computer simulators. A particularly unpleasant virus has however had the effect of projecting the combat into the real world and as a result you have hordes of bloodthirsty simula-craft pilots wreaking havoc all over the place. Your objective is to enter the 'battle matrix' and destroy the other craft as well as the matrix itself.

You control a sophisticated Surface Reconnaissance Vehicle (SRV) with swing wings that give it limited flight capabilities. You drive your SRV around the matrix, encountering every so often a thin red line that denotes an energy barrier beyond which you cannot pass. You must then locate the relevant energy projector and destroy it, which will lift the barrier and allow you to proceed.

Here at MicroStyle we couldn't think at anything more to add to Chris Morley's review for October's edition of ACE.

RELEASE DETAILS

ATARI ST	£24.99	OCT 90
AMIGA	£24.99	OCT 90
No other versions planned		

All excerpts quoted by kind permission of Ace



ECO PHANTOMS

The Earth has been conquered in a bloody invasion, the population enslaved and the planet stripped of its raw materials. The Eco Phantoms, an evil race who plunder resources from other civilisations, are on the rampage and it's your job to stop 'em.

The aliens have set up three bases in prime mineral locations around the globe (desert, sea and polar cap). Each base or dome is made up of a maze of gulleys, with heavily guarded buildings hidden within. The aim is to locate the installations, enter them, rescue all the prisoners, steal all the items and destroy the buildings, effectively destroying the domes. Then it's a fight against the mothership to send the invaders packing once and for all.

The craft you control is a stolen Zeppelin airship. You'd think it would be easy to keep a hot air balloon aloft. Don't you believe it! Flying through a variety of weather conditions such as lightning storms and high winds, or even the odd earthquake, can damage the ships turbines, slowing movement and even cutting out certain facilities, such as the ability to turn left. Virus balls bombard the zeppelin spreading viruses which eat away at the very fabric of the ship, causing internal systems to



On arriving at a building, a Zeppelin, not entirely unlike this one, will approach you and ask for a code. Get it right, and you'll be allowed to enter. Guess wrong and you'll probably meet a grisly death.



Oh dear, you loof! All the Earth's minerals have been stolen and the planet has become a lump of barren rock.

The Engine room. The five animated turbines control all movement of the ship, and have to be regularly topped up with oil. This is immensely time consuming so when you've freed some prisoners put them to work in the engine room to look after things.

ECO PHANTOMS

shut down or fail. The systems can't be repaired, but shutdowns can be avoided by careful monitoring. For example, you can prevent the turbines stopping by topping them up with oil when necessary.

Of course, keeping check on your ship's performance takes up valuable time in an already busy game. For the first time, at least to my knowledge, the people you rescue from the concentration camps serve a useful purpose. When they come on board your ship, you can assign them work in the turbine room, the virus vaccine laboratory or the passenger lounge, where they will perform essential maintenance tasks, leaving you to pilot the ship through the narrow gulleys in search of danger.

As you travel through the gulleys various objects attack you. First are the virus balls. Like amoebas, they travel in pairs, and you have the option of shooting them or running through them and taking the damage. If you open fire and you're not fast enough, they will multiply, spread out, and take up a larger area of the map giving you an even tougher time. Then there are the roaming alien attack forces that will sit quietly and let you pass unless you attack them, at which point



The zeppelin is flying along one of the underwater gulleys. To begin with all is quiet. Suddenly a squadron of enemy ships appear and attempt to blast you from the sky. Taking evasive action you've got to think fast to avoid their gunfire. It's not going to be easy, but that's part of the fun. After eventually seeing off the attack fighters, another building looms up on the view screen and it's time to explore.



You're inside one of the buildings. Set blasters to medium, rescue the prisoners and cause mayhem.

Splitter Visions originally began life as a graphic art company back in June 1984, working on graphics for a Mirrorsoft title called *Terminus* that, sadly, was never published. In December of last year the trio of Alan Miles, Deborah Isaac and Mike Jary decided to establish a full blown development house, roping in the talents of Jeremy Shirock, Toby Stimpson and Nick Somo on coding and Roy Beer and Adam Pracey taking all second responsibilities.

Eco Phantoms is their first published product.

Future titles due to appear next year are *The Magic Garden*, an arcade adventure with a gardening stratagem, and *Fatal Strakes*, where an artist has to free his paintings from possession by entering their strange, surrealist worlds.

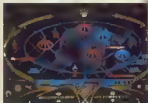
SCREEN SCENE

they'll fight to the death. Some carry special items, such as food and fuel, so sometimes it's worth the risk to obtain much needed supplies. Finally there are mine fields which have to be crept past by sliding to the side of the gully, and then proceeding at low speed.

When you finally do reach a building, an enemy zeppelin appears and asks you for an access code. If you supply the wrong one, the balloon will open fire. Enter correctly, and you can send a remote control robot into the building where it will free the prisoners and collect all available objects.

The graphics are the game's high point. Rather than choose bright, garish colours, *Eco* goes for a subtle, atmospheric look, with dark moody displays and more shadows than Cliff Richard. The entire game is mouse controlled, which for the sake of speed and ease of use can only be a bonus. In fact, looking at the game, it seems that a lot of work has gone into its design, despite *Splitter* Visions' claims of starting 'last Wednesday'. Although on paper the game is far too complicated to work, in practice it comes together nicely, and you end up with a game that is comfortably taxing.

Tony Dillon



This map is almost useless. It appears that three domes are under attack.

AMIGA SPEC

MEMORY REQUIRED	512K
SCROLL SPEED	7
COLLISION DETECTION	8
COLOURS ON SCREEN	32
LEVELS	3
DIFFICULTY LEVEL	7
HOURS TO COMPLETE	24
NUMBER OF PLAYERS	1
GRAPHICS STYLE	ATMOSPHERIC AND MOODY ARTWORK
SOUND	INTRO TUNE, PLUS SPOT FX

ELECTRONIC ZOO £24.99

Highly atmospheric futuristic strategy romp	
GRAPHICS	87%
SOUND	79%
LASTABILITY	80%
PLAYABILITY	81%

OVERALL 80%

Bombing



SPECTRUM
CLASS & DISK

AMSTRAD
CARTRIDGE

COMMODORE
CARTRIDGE

ATARI ST
AMIGA

NO TIME TO BALLOONIN' AROUND NO TIME TO SHOOT THE BREEZE

In fact you've hardly set your feet down in the U.S.S.R. and it's all action. You sight up your latest and most formidable bubble poppin' piece...but now that bomb has just multiplied!!! Tour the world in the addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will be the bounce goes your way.

ocean

WRATH OF THE DEMON™

You are on a quest to save the kingdom of an evil Demon and his minions, rescue the petrified and restore honour to your king. Your quest will lead you through forests, swamps, temples and castles before reaching your ultimate challenge - the Demon himself.

Wrath of the Demon combines spectacular graphics, animation, sound and playability, featuring:

- Over 600 Screens of Action
- Over 1400 Frames of Animation
- 15 Level Parallax Scrolling for Realistic 3D Effect
- Bi-directional Smooth Scrolling
- State of the Art Animation
- Breath taking Backgrounds
- Over 100 Colours on Screen
- 60 Frames/sec
- Over 3 Megabytes of Graphics

- Large Well-defined Characters
- More than 100 Different Monsters
- 20 Different Movements
- Stereo Hi-Fi Music
- Large on-Screen Maps
- Save Game Option
- Arcade Game Quality

Superb gameplay and control of characters makes this a stunning graphic adventure in every sense.

Available for Amiga, Atari ST, IBM PC and C64.



ReadySoft Inc.

© 1990 ReadySoft Incorporated. Wrath of the Demon is a trademark of ReadySoft Incorporated.



to New York, then hot foot it back to Italy to rescue Lubna, his underaged sweetheart, from an evil gang.

Ranx is a seriously risky licence, owing to the visual excesses of the comic book. To get round this UBI Soft appear to have toned down the sex, violence and drug abuse, which gives Ranx much of its flavour.

The game itself is nothing more than a standard arcade adventure. Information can be collected by talking to people who aren't shooting at you (which isn't many). The problems are fairly straightforward: grenade the guy with the chainsaw, or smash parking meters for cash.

The real drawback is the amount of people trying to stick

you with a knife, or gun you down. I know it's supposed to be an alternate reality with a dog's ear of a civilisation, but everybody and their aunts appear to be out to get Ranx. The bad guys can usually stink first, and when there's a few on screen Ranx doesn't stand a chance.

Though rough around the edges the graphics capture the feel of the comic book, with loud captions when you hit somebody and plenty of mean looking dudes. I was disappointed with the Ranx sprite, he really needed to be a bit bigger and more detailed to set him apart from the other characters.

It would prove impossible to try and retain the comic's vulgarity in the game owing to legal reasons, but this is a

brave attempt and is definitely adult orientated, but it still lacks the necessary punch that the comic book had.

Brave, but not shocking, Ranx is fun for a while but falls down under the sheer difficulty of beating the bad guys. A possible cult hit.

Mark Patterson

Set in an alternate Earth, Ranx, the game, is based loosely around Ranx Xerox in America, his comic book debut. Here the world is caught in the grip of a mysterious plague, but a cure has been discovered, and it's down to Ranx to get it from Italy



RANX



You have to use the grenades to get past the dude with the chainsaw, in this section it helps to talk to people before you hit them. Hitting lampposts is the only way for Ranx to recharge although this will temporarily paralyse him. Smashing up parking meters is his only source of income.

Licences are normally carried through on the hype of the original product, which is probably part of the reason why minimal effort seems to be put into many film and comic book conversions. Ranx, though, has an interesting problem: Ranx Xerox, the main character, is a seven foot tall robot who spends most of his time maiming people, being abusive and coverting with most of the young ladies he meets in a very adult manner. The comic book was subsequently banned shortly after release. Though the ban has now been lifted Ranx is only available through a few specialist comic shops.

UBI SOFT £24.99

Interesting but flawed arcade adventure

GRAPHICS	73%
SOUND	76%
LASTABILITY	71%
PLAYABILITY	68%

OVERALL 69%



HARPOON



Somewhere in the desolate and freezing wastes of the North Atlantic, between Iceland and the Kola Peninsula, a Soviet battle fleet is lurking, ready to pounce on its prey.

As NATO Task Force Commander you must deploy your fleet of submarines, ships and aircraft to locate, engage and defeat the Kremlin's finest.

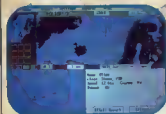
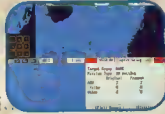


Produced by LARRY BOND the Naval Analyst, HARPOON portrays the superpower's final confrontation. Now it's up to you.

With graphics that make everything else look like finger painting and an arsenal of weaponry that comes with its own amputees, HARPOON'S non-stop action, relentless intensity and chilling responsibility will leave you gasping.

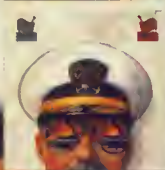
It's more than a mere game - it's a current event!!

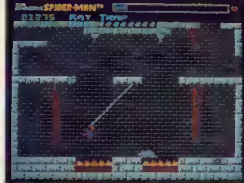
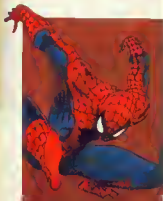
Available now on PC



©1990 MICROSOFT LIMITED
1000 360

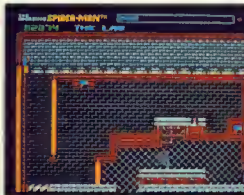
P S S





SCREEN SCENE

A platform has to be lowered allowing the rat to cross over the fire to trip the switch at the bottom left of the screen.



Here Spidey has to take the round-about route so that he can enter through the top of the screen. Then he must activate the elevator, deactivate the orange force fields and destroy the robot.

THE AMAZING SPIDERMAN

Peter Parker, high school wimp, was bitten by a radioactive spider which granted him the proportionate strength and speed of an arachnid, as well as a powerful spider sense which can alert him to all forms of danger. Donning a powerful synthetic web fluid and donning a lurid red and blue costume, Parker became the amazing Spiderman fighting crime on the streets of New York. Created by Stan Lee and Steve Ditko and first appearing in Amazing Fantasy 15, 1962, the Marvel Comic's character now stars in four films and his popularity shows no sign of declining.

After twenty eight years of crime busting Spiderman is more popular than ever, with the latest in the long line of Spiderman comicbooks topping the million sales mark. It's a remarkable achievement, especially for Tod McFarlane, the writer and illustrator, who was rumored to have collected a cool quarter of a million dollars for the first issue in royalty payments.

This is Spidey's second computer outing. He was previously spinning his stuff on 8 bit machines, in an adventure game from Adventure International. Strangely, this time it's a puzzle game. It might not seem such a good idea on paper considering the average gun-ho trigger happy computer games player, but on screen everything comes together, with absorbing puzzles, and a more than adequate

If Spidey makes a wrong move the exit will close and the rock will hurtle down



The main problem here comes from the spiky balls. It takes some pretty nifty web skills to get past them

challenge for your joystick skills

Mysterio, one of Spidey's oldest adversaries, has kidnapped the web slinger's missus, Mary Jane Watson Parker, and hidden her in an abandoned movie lot. Obviously this gives a lot of scope for traps and characters. In fact the first bad guy on screen looks rather like R2D2 setting the mood for some really bizarre events later on.

In an industry which is increasingly leaning towards big graphics and countless frames of animation (usually at the expense of playability), it's nice to see something which goes against the grain. The main Spiderman sprite is extremely small, neat and fun to control. Spidey can crawl on most surfaces, shoot webbing at the bad guys and, of course, swing around from line to line.

At the start the puzzles involve ticking switches and

THE AMAZING SPIDER-MAN

levers to free yet more switches and levers which will ultimately reveal a final exit, letting you into another themed section. Further on in the game the puzzles become more elaborate, set over several screens with plenty of bad guys. For instance, there's a complex laser matrix that you've got to negotiate or else you'll end up getting fried, and escape can only be accomplished by clicking a lever on the previous screen.

There's a novel restart system. When a level is finished Spidey arrives in a room with a huge clapper board. Jumping on its arm triggers a restart switch letting you continue from that point if anything untoward should happen. A Spiderman graphic at the side of the screen shows how much energy he has left, slowly transforming into a skeleton as he weakens. Should a full frame appear then it's scratch one erachnosapien.

Spiderman is virtually unrestricted in where he can move. Some surfaces have been deliberately Spider-proofed (ie made slippery) by Mysterio, causing some problems. These often add to the difficulty of a puzzle, as well as making escape from some traps extremely hard.

Releasing a potential action licence as a puzzle game is a daring move. The game is well executed and a lot of fun, so much so that I couldn't really envisage a Spiderman shoot 'em up now that I've played this. Controlling Spiderman is sometimes awkward, especially when you first start playing, but it's only a matter of learning how things work.

Spiderman is original, taxing and fun and could definitely be a surprise hit this Christmas.

Mark Patterson

Spidey has to avoid the moon, then web the gargoyles before getting to the roof



This is definitely the toughest of the early screens, requiring joystick skills as well as thought.

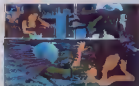


This dinosaur takes some beating. Flicking the switch covers the gap with a bridge, flicking it again with the dinosaur on it means the reptile will fall to its death.



The gravity is up the creek on the screen, so Spidey gets bounced round in every direction. The object here is to find the right path through

SCREEN SCENE



Peter Parker arrives home to find Mary Jane's gone AWOL.



Peter finds a mysterious message from Mary Jane's kidnapper...



...which then disappears in a cloud of smoke, but not before Spidey sees the name Rockwell Studios.



So it's move over Gaiman, the night belongs to Web Head now

AMIGA SPEC

MEMORY REQUIRED	512K
SCROLL SPEED	FLIP SCREEN
COLLISION DETECTION	7
COLORS ON SCREEN	16
DIFFICULTY LEVEL	9
NUMBER OF PLAYERS	1
GRAPHICS STYLE	SMALL BUT NEAT
	SPRITES
SOUND	SPOT EFFECTS
	PLUS GOOD INTRO TUNE

E.I £24.99

Superbly playable and additive puzzle game

GRAPHICS	80%
SOUND	67%
LASTABILITY	82%
PLAYABILITY	84%

OVERALL 84%

DOUBLE DARE YOU.

Blue Max

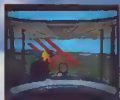
ACES OF THE GREAT WAR

WWI Air Combat Simulation

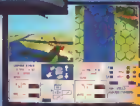
Take control of one of eight classic WWI fighters and find out how good you really are. Fly with the best—Richthofen, Fonck, Mannock, Rickenbacker—and learn their tricks and techniques.

- Action daylight, solo and team missions for one or two players using a single computer with any combination of keyboard, joystick, or mouse.
- Strategy Daylight: For the skilled player, Blue Max acts like a highly intelligent strategic board game, allowing you and your opponent to work out detailed battle sequences and play back the moves in "realtime" 3D.
- 8 airplanes to choose from, each with its own highly-detailed flying characteristics.
- Perform missions with us, or against the Aces of the Great War.
- Dozens of historical missions around 4 different locations in France.

How strong are your nerves?
2,000 feet, with an *Altitude* of
DR.I on your tail! Forget glory,
your *Team* survival.



VGA color
air combat -
impressive



• VGA 256
3D COLOR GRAPHICS,
• ORIGINAL MUSIC,
SOUND EFFECTS FOR GAME
BLASTER, ADLIB
SYNTHESIZER
CARDS

DAS BOOT

GERMAN U-BOAT SIMULATION

Winter, 1941. Treacherous waters of the North Atlantic. The deeper you dive, the greater the pressure. Depth charges explode around you, hanging on the hull of your U-boat like iron fists. Nerve and cunning make you the terror of the Allied convoys.

- 3D submarine warfare: For the first time, a sub warfare game lets you deal with the nets below and above the surface in a true three dimensional environment.
- Real communications: Use the German Enigma coding machine to send and receive information.
- Many missions to choose from—into the North Atlantic and Arctic, inland along the coast of Norway, into the Bay of Biscay, and through the Straits of Gibraltar.
- 3 different levels of difficulty: from beginner to realistic.
- 3D graphics in 256 VGA colors, with multiple internal and external camera views in a complete 3D world.

Do you think well under pressure?
How about 300 pounds per square
inch of pressure? Take a deep
breath, captain...



VGA perspective
view of enemy
destroyer

VGA 256 color
mine field
under North
Atlantic



M I N D S C A P E

For your local dealer, contact: Mindscape International Limited, The Coach House, Hooklands Estate, Scoynes Hill, West Sussex RH17 7NG. Tel. 044 486 767

For further information on Mindscape products and new releases please call: 0898 234214

Goalza II

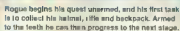


THE ULTIMATE SOCCER CHALLENGE IS ABOUT TO ...KICK OFF!!



AVAILABLE ON: Commodore Amiga, IBM PC and Compatibles, Atari ST,
Commodore 64, Amstrad CPC+, Amstrad GX 4000 & Spectrum

EMPIRE SOFTWARE, 4 The Stannets, Laindon North Trade Centre, Basildon, Essex SS15 6DJ. Tel 0268 541126

[illegible]

The new *Rogue* game is set in the character's early days. On the planet Nu Earth two sides are battling for supremacy on a planet polluted by man-made toxins, which will kill any exposed human being. To gain the upper hand one side, the Southerners, have created a race of genetically bred people who have been transformed into super tough, super fast combat machines, immune to the poisons of Nu Earth. On the day of their combat deployment the genetic GIs are almost completely wiped out as the result of a traitor general notifying the enemy ahead their intended drop site. *Rogue* and his three computerised buddies vow to destroy the general, setting the scene for the game.

Rogue starts the game unarmed and unequipped inside a hostile base and must retrieve his helmet, gun and backpack before making good his escape. This section isn't exactly original. Several levels are

connected by lifts, with regular enemy patrols out to get you. Objects need to be found by searching computers and flicking switches with the odd puzzle to slow you down. Though not very well animated the graphics are nice and large which is a saving grace.

The next two sections have Rouge piloting a space craft around Nu Earth. This section is reminiscent of *Eine's Space Harrier*, and seems at odds with the flavour of the original comic strip. Again it looks great but it's not that exciting.

The fourth and final section is in the same style as level one. Rogue now has to place explosives at strategic points around an enemy base to blow up the dome and eliminate the haxxor. Intermittent screens show the plot, as it unfolds, in comic book style, but it's not that effective as only two frames are shown each time. It's all rather sparse and doesn't add to the overall effect.

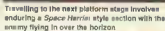
Reque Tropper is one of my

all-time favourite 2000AD characters, and though it would always be a challenging licence, I had high expectations for this version. There's just not enough Rogue and not enough of the elements that made up the classic strip. I would feel slightly cheated if I'd bought this for the sake of the comic.

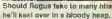
The manual contains a reprint of the first dozen episodes of the comic strip, which could become a collector's item, but information about the game is painfully thin on the ground I'd have preferred greater detail on exactly what to do in the game rather than a small-sized reproduction of the original comic.

An average game but a tragic waste of a great licence

Mark Patterson



Between stages you can buy extra equipment for your craft.



Quint Zoller has been published for almost fourteen years, and his books have had a longevity of unusual longevity. His first novel, *My Sister Sam*, was a best-seller, and his popularity was such that he's still writing every now, then in a slightly "quirky" style. A popular book series, *My Sister Sam*, was made into a computer game, and his novels are being adapted into a game that's coming. Since then the book series has gone from strength to strength, with t-shirt, a compilation book, and a regular feature in *Time* magazine. It's all in the name of the "quirky" and "offbeat" style.

KRISALIS £24.99

❖ A tragic waste of a great comic book

GRAPHICS	75%
SOUND	77%
LASTABILITY	65%
PLAYABILITY	68%

OVERALL 65%

106A Chilwell Road, Beeston,
Nottingham NG8 1ES

- Complete customer **satisfaction** is our aim

by Mail: Send payment with order

[illegible]

Outside Europe shipping costs are:
 £2.00 per case/dec for normal airmail
 £3.00 per case/dec for express airmail

RETURN THE COUPON FOR FREE COLOUR BROCHURES!

NEW! - AMIGA PACK

Commodore A500 Flight Of Fantasy

£399



A500 BATMAN PACK



The Commodore A500 Balmain Face makes a great gift, ever. The package includes a Commodore Amiga 500 computer with mouse, keyboard and TV monitor, plus four top software titles. The software includes: *Balmain Face*, *Red Gumball*, *City of the Crying King* in Ocean's top-selling 3D based on the blocky new *Balmain Face*. New Zealand's first high-quality conversion of the leading arcade game *Interceptor*. Equipped with two F16s in this leading 3D simulator *Delta Force*. If you're a graphics graphics package which sets the standard for others to follow. Return the coupon for further details.

PACK INCLUDES:

190 Computer & House	\$299.95
190 TV Modular	\$24.95
190 The Movie	\$24.95
190 New Zealand Story	\$24.95
190 Terminator	\$24.95
190 Deluxe Paint II	\$49.95

TOTAL RRP: \$549.78
Less Pack Sewing \$150.78

PACK PRICE: £399.00

5399 INC. 1987

AMIGA 2000



For the more serious or professional applications, user Commodore have a selection of systems based around the expensive A1000 2000, at prices from £1295 + VAT. The A2000 features a full 1MB RAM (expandable to 944K), 5 system expansion slots, plus IBM compatibility with the use of PC-KT or PC-AT harddrives. Complete and return the coupon, getting a tick in the A2000 box, for details of A2000 computer systems.

£1295
+ VAT, £1388.75

FOR FURTHER

FLIGHT OF FANTASY

Flight of Fantasy is the very latest Amiga 500 pack from Commodore featuring BRAND NEW software releases to make this the most spectacular A500 pack ever! The pack features the Amiga 500 computer with mouse controller and TV rocklatch as well as four top software titles. These include the following:

§28 RETALIATION

The climate is ripe for discussion with a chance to meet investors and your team is always welcome with requests of advice or feedback regarding Aerial's conduct, strategic partnerships, interest in ground-based fuel tank, winging concepts.

The rest of the featured is available: Read how we manage our company, including how we make decisions on the strategic use of this platform and its future.

BACK INCLUDES:

AS80 Computer & Mouse	E289.99
AS20 TV Modulator	E24.99
Deluxe Paint II	E99.95
Escape/Robert Monahan	E18.99
Rainbow Islands	E24.95
578 Subscribers	Free

2000	120.00
TOTAL RRP	2844.82
Less Pack Savings	519.82

PACK PRICE: £399.99

£399.95

THE AMIGA

**THE AIRING
UPON AND
DOWN**

SHOP SPECIALISTS

SILICA SHOP OFFER YOU

FREE OVERNIGHT COURIER DELIVERY On all hardware items shipped in the UK
TECHNICAL SUPPORT HELPLINE Team of experts technical experts at your service
PRICE MATCH We normally match competitors on a 'same product - same price' basis
FREE DELIVERY On all orders over £500 (excludes large items)
FREE TURNOVER 60 days extra! Solid and reliable with maintenance growth
BUSINESS EDUCATION/DEVELOPMENT Volume discounts available for large orders
FREE DELIVERY Demos and training literature at no cost
THE FULL STORY RAN is the leading authority on the UK's building materials
FREE CATALOGUES Will be mailed to you with offers and additional peripheral details
PAID BY cash cheque and all major credit cards
FREE DELIVERY 24 hours delivery - return option for defective goods
Buy it before it's too late Buy it now! As a leading computer and software company, we offer you 60 days when to buy it. Consider what you need like a few months after buying your product, what you may require (or perhaps not require) in the future and the price of your new purchase. And, the company you buy from (consider the service and the price) may not be the best choice for you. We have been in business for over 20 years, and have a track record of £3.3 million. We can guarantee exceptional service and quality. We have a reputation for reliability and a commitment with an understanding of what is essential. But don't wait! Make us your choice! Complete assurance
© 1999 Crown Copyright for the United Kingdom and Design in the United Kingdom

RETURN THE COUPON NOW FOR
FREE BROCHURES ▶

**SILICA
SHOP**



MAIL ORDER	1-4 The Movie	Hatherley Rd Sidcup, Kent, DA14 4DX	Te 081 309 1171
Opening Hours	Mon-Sat 9.00am-5.00pm	Sun 10.00am-4.00pm	
LONDON SHOP	52 Tottenham Court Road, London W1P 0SA		Te 07-560 4099
Opening Hours	Mon-Sat 9.00am-6.00pm	Late Night Thursday until 11pm	Te 07-560 4099
SIDCUP SHOP	1-4 The Movie	Hatherley Rd Sidcup, Kent, DA14 4DX	Te 081 302 0671
Opening Hours	Mon-Sat 9.00am-5.00pm	Late Night Fridays until 12pm	Te 081 302 0671
BUSINESS/EDUCATION	1-4 The Movie	Hatherley Rd Sidcup, Kent, DA14 4DX	Te 081 309 0888
Order Lines/Credit	Mails Po 8.00am-4.00pm	Credit card Enquiries	Te 081 309 0888

To: Silver Systems Ltd Dept CWDSH-1250 1-4 The Mews Parkway, Wd. Steep, Kent, BN7 4DX

PLEASE SEND INFORMATION ON THE AMICA

Maternal/Mat	Initials	Signature
--------------	----------	-----------

Address _____

Postcode Tel

Address (street/box, city, state, zip)

Prices and specifications may change without notice. © 2008 Dell Computer Corporation. All rights reserved. Dell, the Dell logo, and Dell My Way are trademarks or registered trademarks of Dell Computer Corporation. Other brands and product names are trademarks of their respective owners.

BUCK ROGERS...

At the end of the twentieth century, an ailing Soviet Union launches a space platform weapons system known as Masterlink. The U.S., extremely worried by this threat to their security, sends Anthony 'Buck' Rogers to destroy the platform in a prototype spaceplane. Buck succeeds in his mission, but his plane is damaged, forcing him to eject. His cryogenic unit saves his life - but leaves him floating in space, his body in suspended animation.

When Buck is revived, he gets a shock - it's 2456, and the known galaxy is dominated by the ruthless Russo-American Mercantile corporation (RAM). Buck, however, rallies the rebel New Earth Organisation (NEO) to counterattack and free Earth.

The game alternates between graphic styles and character perspective. While exploring, the view is similar to that of *Dungeon Master* - head-height and forward-looking. When your team encounters a foe, the perspective shifts to a forced-3D outlook, as found in wargames like *Breach II* and *Laser Squad*. Individual players are highlighted, and are given instructions, such as fire, move or guard. As weapons lose their effectiveness over distance, it's a smart idea to close the gap between your men and the enemy.

Space travel is represented in the game too, and is vital if you wish to explore and advance your characters. Combat in space uses an entirely different system to per-

sonal combat, with your ship's stats displayed along with whatever into your sensors have gleaned about the enemy's location and status. The team's skills are automatically accounted for during space flight and combat, so having a good pilot and engineer is vital. As with personal combat, the party's puts things right once the fighting is over.

As with any RPG/adventure, saving your game on a regular basis is a necessity. You never know when you're going to stumble across a host of RAM soldiers, or a fleet of battle cruisers. The manual details all the baddies you'll come across, and is vital reading if you wish to know when to draw lasers - or when to run. The manual also contains around 70 log entries - and in certain parts of the game you'll be instructed to read an entry, which can provide useful information. Try to resist the temptation to 'cheat' by reading ahead - this will only ruin the game.

The graphics are of high quality throughout the game, and although not stunning, they add a great deal to the atmosphere. The sound, too, is lush, and the two manuals are clear and well presented. You can even choose the sprites used in the combat sequences, moulding the party into the way you imagine them to be.

Overall, this game oozes

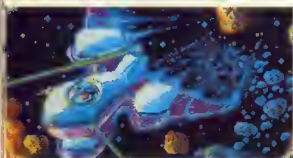
quality and the time spent on it is evident.

The sheer size of the game, with all its different locations and options, will keep you playing - just to explore the worlds and space stations. This, coupled with the care taken over graphics and sound, makes for another winner fromSSI. There's no chance of you treating this game like a doddle. Can you battle your way through and eventually team up with Buck himself?

Matt Regan



Far left: Victorious against RAM forces, the team shares the booty. Left: Choose an icon to represent you during combat sequences. Below: While travelling through an asteroid belt, your ship is ambushed by an enemy vessel. Only your pilot's skills can save you now - unless Buck turns up to the rescue.



THE STORY OF BUCK ROGERS

Buck Rogers first appeared in August, 1926, as a comic strip in the science-fiction magazine *Amazing Stories*. His popularity led to the character being syndicated in various US newspapers in 1929, and Buck soon became a national (and later, an international) institution. The strip was written by John Fillet Orlo and Philip Howlan, and drawn by Dick Calkins, whose imagination had millions of Americans avidly following the adventures of the hero and his rocket. His popularity has not decreased – indeed, a television series of his adventures was fashionable in the early eighties despite dull plots and the addition of an annoying robot called Tweedy. The gyrojet guns, space elevators, and truth gauges featured in the original strip have proved eternally endearing – heroes, it seems, don't go out of style. . . .

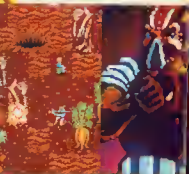
Below: The man himself, Buck Rogers. Although he doesn't appear in the beginning of the game, keep playing and success should eventually allow you to hook up with the living legend.



SCREEN SCENE

Below left: The combat screen – every team member must be given orders for each turn.

Below right: Meet one of RAM's designer soldiers. They're fanatical and won't stop until you're dead.



COUNTDOWN TO DOOMSDAY

RPG RULES This RPG puts you in control of a group of NEO recruits, eager to defend their new-found freedom. Loosely based on the AD&D system, each character has a particular profession, whether he be warrior, medic, engineer, rocket jock, or rogue (a thief-like occupation). Characters are "built" by allotting points to the specific abilities of each character class. But there'll always be a trade off: a character who excels at demolition may be hopeless at first aid, for example.

Hit Points, armour class, and movement points follow the RPG tradition, and experience is gained throughout the

adventure, allowing the characters to rise in ability in their chosen field of expertise. Each increase in level gives the character more skill points to distribute, making for more tricky decisions to be taken. While back at NEO's base, the team can buy and sell equipment, have wounds and diseases cured, and accept new missions.



As soon as you join NEO the base comes under attack. Your task is to reset the air defences to fight off the aggressors or die trying.

SSI/US GOLD £29.99

Another engrossing RPG game from SSI

GRAPHICS	78%
SOUND	75%
LASTABILITY	85%
PLAYABILITY	84%

OVERALL 82%

HOT SHOTS FROM THE HIT SQUAD



HIT NAMES • HIT GAMES • HIT SQUAD

ALL AVAILABLE NOW FOR: SPECTRUM • COMMODORE • AMSTRAD

THE HIT SQUAD • PO BOX 350 • MANCHESTER • M60 2LX



This year, CU Amiga has been through a process of tremendous change - and it's your chance to let us know how we've done. The sender of the first survey out of the bag who correctly identifies the three top selling games this Christmas will win £300 worth of software. The next two out of the bag will each win £100's worth

1. About You (where applicable, please tick box).

- A. Name: _____
- B. Address: _____
- C. Age (Please State): _____
- D. Occupation: School ☐
- College/University ☐
- Work (Full-time) ☐
- Work (Part-time) ☐
- Unemployed ☐
- E. Income: 0-£3999 ☐
- £4000-£7999 ☐
- £8000-£11999 ☐
- £12000-£14999 ☐
- £15000 and above ☐

2. What Do you Use Your Amiga For?

- | | Never | Sometimes | Regularly |
|------------------------|--------------------------|--------------------------|--------------------------|
| Games: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Music Applications: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Graphics Applications: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Programming: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Word Processing: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Educational: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |
| Business: | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> |

3. Which Of The Following Peripherals Do You...

- | | Own | Intend to buy within the next six months |
|-----------------------|--------------------------|--|
| Monitor: | <input type="checkbox"/> | <input type="checkbox"/> |
| Extra Disk Drive: | <input type="checkbox"/> | <input type="checkbox"/> |
| RAM Expansion: | <input type="checkbox"/> | <input type="checkbox"/> |
| Hard Disk: | <input type="checkbox"/> | <input type="checkbox"/> |
| Sound Digitiser: | <input type="checkbox"/> | <input type="checkbox"/> |
| Graphics Digitiser: | <input type="checkbox"/> | <input type="checkbox"/> |
| Software Peripherals: | <input type="checkbox"/> | <input type="checkbox"/> |

4. On Average, How Much Do You Spend On Games Per Month?

- 0-£25 ☐
£26-£50 ☐
£51-£75 ☐
£76 or more ☐

5. Do You Buy PD Software/Demos:

- Never ☐
Occasionally ☐
Regularly ☐

6. Which Of The Following Do You Regularly buy (please tick as many as applicable)?

- C&VG ☐
ACE ☐
The One ☐
Zero ☐
Amiga Action ☐
Amiga Format ☐
Amiga Computing ☐
Your Amiga ☐
Rampage ☐
Zzap! ☐
Raze ☐
Other (please state) ☐

7. How Many Copies Of CU Have You Bought In The Last Year?

- 1-3 ☐
4-6 ☐
7-9 ☐
10-12 ☐

8 How Do You rate The Following Sections in This Month's CU?

	Very good	fair-to-good	Not worth reading
Buzz:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
In Development:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Demos:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
First Impressions:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Screen Scene:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
And Finally/Charts:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Video View	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Backchat:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Additional:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Music DIY:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Graphics DIY	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dealer Directory:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fantasy Zone:	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Play to Win	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Helpline	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

9 Would you like to see the following in CU ?

	Yes, definitely	If you've the space	Not at all
Buyers Guide for gamers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interviews with programmers	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A gossip column	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
More hardware	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A budget column	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

	Yes, definitely	If you've the space	Not at all
Profiles on software houses/business			
-style looks at games development (eg how a software house is set up)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A technical questions and answers (ie Q&A)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A gadgets column (ie Outer Limits)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A column on future technology/science fact and the fantastic (ie Agenda)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Competitions	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>



Other, please state

10 Do you prefer computer related features or features of more general interest?
(please state)

11 Which sorts of subjects do you like to see covered in features? (please state)

12 In your opinion, what's the single biggest improvement still to make to CU?
(please state)

13 Which do you prefer to see in exclusives, big name licences or the best Amiga game this month (bear in mind that the two things can be the same)?

14 So far, how do you rate the CU coverdisks? (please give a mark out of ten)

15 What do you think it's important to have on the disk?

	Important	Ok to have on	Steer clear of these
A whole game from a software house	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A PD game	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A playable demo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A PD graphics demo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
A rolling demo	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Utilities	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Games/graphics/ or sound DIY instruction	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Other, please state

In your opinion, what's the biggest single improvement we could make to the disks?

16 Other than games magazines, what else do you read?

17 What sort of games do you buy/like playing?

	like very much	occasionally play	not at all
Arcade games	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
RPGs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Adventures	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Simulations	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Strategies			
(eg Populous)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Puzzles (eg			
Plotting)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Wargames	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

18 Has CU got the balance right between games coverage and coverage of other activities?

Yes ☐ No ☐

If no, what would you like to see changed.

19 When reviewing games, does CU

A) mark too highly ☐ B) mark too harshly ☐ C) on the whole mark in a balanced and fair manner ☐

20 Lastly do CU reviews give you enough information for you to make a purchasing decision?

Yes, enough ☐ No, I'd like more details

**MANY THANKS, PLEASE SEND YOUR COMPLETED SURVEYS TO:
CU AMIGA, PRIORY COURT, 30-32 FARRINGDON
LANE, LONDON EC1R 3AU.**

**MY PREDICTION FOR THE TOP THREE CHRIST-
MAS GAMES ARE AS FOLLOWS:**

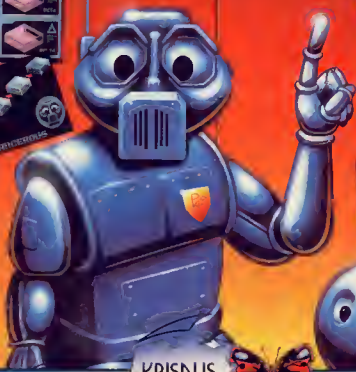
NUMBER ONE

NUMBER TWO

NUMBER THREE

ROBOTICS

Available
Now
19.99
Amiga, Atari ST



KRISALIS
SOFTWARE LTD



In the year 2085 the Satellite TV Companies rule supreme, each home has 352 channel options. The demand for Sports coverage has proved to be insatiable, the speed and aggression of future Sports have proved too much for mere mortals. The manufacturers of advanced Robotics have exhausted all avenue's of human replacement within the work place. Prodas 4 have invested 200 Million Euro Dollars in perfecting a new sports entertainment show where all players are Robots, including the ball and referees.

ROBOTICS has now replaced soccer as the main event.

ROBOTICS challenges your skills across 80 isometric levels of varying difficulties. Four distinctive gameplay arenas of futuristic computer sport opponents. Survive the tactical Time Outs and different ball types and defeat the BOTICS.Good Luck!

TEENAGE MUTANT HERO TURTLES™



COWABUNGA!!

THE HEROES IN A HALF SHELL™ ARE COMING!

AVAILABLE SOON ON:

Amiga, Atari ST, Commodore 64, Spectrum, Amstrad and PC.



Teenage Mutant Hero Turtles™ April 13th 1987™ "Shoulder" Heroes in a Half Shell™ "Mousie" "Baking" "Rocksteady"™ are all registered trademarks of Mirage Studios, USA. ALL RIGHTS RESERVED

Used with permission. Based on characters and comic books created by Kevin Eastman and Peter Laird. © 1990 Mirage Studios, USA.

Published by Konami Ltd. and/or license from Konami™ and under sub license from Mirage Studios, USA.

Konami™ is a registered trademark of Konami Industry Co. Ltd. © 1989 Konami. © 1990 Konami Ltd.
Image Works™ Irvine House, 118 Southwick Street, London SE1 8SW Tel: 071 920 1454 Fax: 071 583 3494



COMICS IN THE 1990s

Armed with an open expense account, CU's resident comicaholic, Dan Slingsby, checks out recent comic book releases and looks forward to some exciting new titles.

With the virtual death of the superhero sagiest, the new decade of four-color comics has thrown up a welter of interesting releases to make even the most hardened fanboy drool at the mouth and cast his lurid body stocking aside in disgust. Yep, comics have finally come of age, and a new breed of comic creators have turned the medium inside out. Stand by for the comics revolution, kids!

Stroll into your local friendly neighbourhood newagent or, more often than not these days, your three-storey comic emporium, and you'll be greeted by racks upon racks of weirdo titles. For be it for me to cast aspersions on the sanity of some of the new breed of comic book artists and writers, but you only need to pick up a copy of *Deadline*, *Flaming Carrot Comics* or even *2000AD* to begin to wonder if these people are really sane human beings. *Deadline* offers the world the fur adventures of *Tank Girl*, a skinhead raver with attitude who likes nothing better than blowing heads off bod-



MUTANT MADNESS
Kevin Eastman and Peter Laird are proud of just how successful a comic book can be—in 1984 they printed 2,000 copies of a comic called *Zenpage Mutant Ninja Turtles* and now receive a multi-million dollar income from sales of both the comic (in its new format) and merchandising spin-offs.

ies and sleeping with Booge, a six-foot beer-swilling kangaroo. *Flaming Carrot* is a funky mix of 50's B-movie madness, 60's psy chodelic weirdness, 70's bad taste and a man with a carrot for a head. It's laaaz out, man, but great fun (honest). I'm sure *2000AD* doesn't need any introduction. For 13 years it's stood

Dredd and shoulders over the competition and is still as innovative today as it was way back in 1977. The new *Dredd Magazine* monthly ain't bad, either.

The British comics renaissance continues apace with news of some exciting new titles. Apocalypse Comics, an offshoot of Trident Comics, are launching a one-shot album featuring *Marshal Law* and a new weekly, *Toxic*, combining the talents of Alan Grant, Mike McMahon, Pat Mills, Kev O'Neill and John Wagner. Over at ACME Press comes news of a new *Steed and Mrs Peel* three part mini-series, based on the hit 60s show. The Avengers, while Penguin comics continue to release a selection of prestige albums featuring *Love and Rockets*, *Barfoot Gen* and *Tank Girl* with Miller's *Give Me Liberty* and a *Red Dwarf* graphic novel pencilled in for the near future.

Fleethway, publishers of *2000AD*, have recently launched *Revolver*, a rag-bag collection of eclectic strips which shows great promise. They've also recently published a number of entertaining graphic novels such as *True Faith*, a fierce attack on religious intolerance, and *For A Few Troubles More*, a dark and unsettling story set in Northern

SPINNING IT IN

The first issue of Marvel's new *Spider-Man* comic has broken all previous sales records. Demand for the new *Spider-Man* was such that the day after its release on June 21st, many stores in the States jacked up their prices to over \$30 a copy. Advanced orders were a staggering 2.35 million, a record for any U.S. comic book. Book figures are nowhere near the average sales for top-selling comics in Japan—the most popular there regularly sell over 3 million.



Ireland. Both of these have been written by Garth Ennis—one to watch.

Across the pond, Marvel and DC have the predictable mix of camp and crotchless superhero vigilantes on offer. It's all a bit stale these days, but the millions to comics still sell by their millions to spotty pubescents in corduroy trousers with a wedge of noles where their brain should be (*Sounds like Dan - Ed*). Rumours are currently circulating about yet another new X-Men comic, scheduled for June, 1991. Nothing's confirmed, but if the book's given the go-ahead, it would join the four existing



© ALBIN MICHEL
RANX BY LIBERATORE AND TAMBURINI

RANX

YOUR
MOTHER
WOULDN'T
LIKE IT!



From Rome to New York, psychoplasque is taking its victims. The President of the United States, himself, is contaminated. You are Ranx, an android with muscles of steel, and only you can save the world. But, you are being tortured by something even worse. Your friend, Lubna, has disappeared and you want to find her at all costs.

AVAILABLE FOR
ATARI ST
AMIGA
PC & COMPATIBLES



THE VIDEO GAME

UBI SOFT

Entertainment Software

UBI SOFT UK
PO BOX 100
READING RG1 1AH
ENGLAND
(0251) 840 299

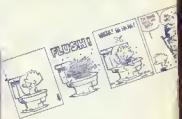
COMICS IN THE '90^S

mutant monthlies. Haven't Marvel heard of overkill? Spiderman and the Punisher also star in a fistful of comic-books, all of which are done strictly to formula but cost an arm, leg and bank balance to collect. DC are just as guilty.

takes up the story from where the Schwarzenegger movie left off. This time three new Terminators are on the loose trying to stop the resistance sending a small band of soldiers into the past. Dark Horse also publishes *Concrete*, a book that



SCREEN SCENE



PAY UP, PUNK

The monster-squash of the sci-fi movie, *Hardware*, prompted Fleishay, publishers of 2000AD, *Crisis* and *Revolver*, to dig out a copy of their 1981 Judge Dredd annual. Inside, a story by Steve MacManus and Kevin O'Neill entitled Shock! bore an uncanny resemblance to the storyline of the hit movie. So much so, in fact, that Fleishay's lawyers were able to draw up a list of 42 material similarities between the film and comic strip. Palace Pictures have now acknowledged both MacManus and O'Neill as coming up with the original idea for the movie and reached a financial settlement.

NEW REVOLUTIONARIES

The bad blood between *New Kids On The Block* and *Revolutionary Comics Inc.*, continues to be split. *Revolutionary's* Rock 'N' Roll Comics featured the inksome quartet in a biographical account of their rise to fame. *New Kids* promptly sued *Revolutionary* who, in turn, announced plans to publish a *New Kids On The Block Hate Book* for release later this year.

WVI and in tears...



TURTLES GO ON RAMPAGE

They're mean, gross and apparently very, very dangerous. A gang of criminals is terrorizing an area of New York by holding up liquor stores dressed as characters from the cult comic book, *Milesmile*. The Italian race continues to sweep this country, with news of a patrol boat attack on an *Upminster* commuter train by two youths dressed in combat uniforms and carrying ninja stars. Police believe the attack was carried out by teenagers wishing to emulate their police heroes

of the near future, the comic explores the nature of fascism, attempts to explain its popular appeal and then exposes such theories for the nonsense they undoubtedly are. It's an enchanting read which takes as its chief protagonist a character, not unlike Guy Fawkes, who is seeking the overthrow of a corrupt regime. A real binner!

With a number of comic book licenses due to make an appearance on the Amiga in upcoming months, now is as good a time as any to check out what's happening in comics. You won't be disappointed.



and continue to host *Batman* and *Superman* albums, one-offs, monthlies, bi-weeklies, mini-series and even 3D specials onto a wiggled out pre-fren mixtape. Fortunately, they've also soaked up some of the best creative talents around and consistently produce a small range of excellent comics. The best this year has been *Shade, the Changing Man*, a book which mixes fact and fiction as it takes a look at the assassination of John F. Kennedy. If anyone remembers the original *Shade* character by Steve Ditko, rest assured that this isn't anything like it!



Terminator is a new comic from Dark Horse, a small but influential US publishing company, which settles in alongside their host of successful *Alien* comic book licenses. The book

has picked up much awards and is delightfully worth a look. It's the story of a guy whose brain is transplanted into the body of a large concrete alien. This obviously causes more than a few problems and the comic concentrates on how our hero adapts to his new environment. The humour is gentle and the strip is often quite touching. Unfortunately, Paul Chadwick, the comic's creator, has taken an extended leave from the title and only reprints have been available of late.

I seem to read more albums than comics these days, mainly because it's a helluva lot cheaper. Alan Moore and David Lloyd's excellent *V for Vendetta* has just been published in album form. Originally appearing in *2000* magazine of the early eighties, the conclusion to the story has been worth the wait. Featuring a neo-Nazi Britain

CU TOP TEN COMICS

- 1 **Love and Rockets** – Salvadori Hijioka and social realism from the Hernandez Brothers. (Fantagraphics)
- 2 **Concrete** – Max traced in silent boy melodrama with absorbing social commentary by Paul Chadwick. (Dark Horse)
- 3 **Hana** – Touching true-life account of life in a Second World War concentration camp. Art Spiegelman (Raw/Penguin)
- 4 **Revolver** – An eclectic mix of the best of British talent. (Playway)
- 5 **Why I Hate Saturn** – Cynical satire on New York life by Kyle Baker. (Piemonte Press)
- 6 **V for Vendetta** – Moore and Lloyd's collected Vendale stories provide a chilling account of a fascist Britain of the near-future. (DC)
- 7 **Calvin and Hobbes** – Delightful comic strip of a young boy's unique view on life, the universe and a toy tiger. Bill Watterson. (Schoen)
- 8 **Arkham Asylum** – Dark and depressing look at the Batman legend. (DC)
- 9 **Aliens: Aliens II Aliens: Earth Wars, and Aliens vs Predator** – Well-crafted comic book scenarios that add to the Alien mythos. (Dark Horse)
- 10 **Twinkle** – Tony DiNoia's favourite read. [Read more](#) for the beauty tips.





Elvira whips up a few potions...



Above: The little screens are every bit as gory as the main screens, with blood spurting with every cut.



ELVIRA

- MISTRESS OF THE DARK

Elvira is a graphic role-playing adventure, controlled entirely by mouse. Moving around couldn't be easier — simply click on the part of the picture you wish to move to, or click on one of the highlighted direction arrows. The latter moves you forward, up, or down, and in the direction you are facing, whilst the left, right, and back arrows change that direction, and redisplay your perspective from it.

The speed of moving around in a game of this sort is a crucial test of the game's playability, and Elvira scores highly. The disk loads are fairly snappy, and the disk swaps — bearing in mind there are five disks in total — are tolerable. A number of locations are cached in memory as you move from section to section, thus reducing the number of disk loads.

That's just as well, really, for the castle is a fairly massive place to explore. In addition to the living accommodation, there are towers, dungeons, cata-



Elvira stays in that dress?



The entrance entrance to the Castle awaits you.

Elvira is a descendant of the evil sorceress Queen Emeide, and has returned to the ruined family castle to turn it into an attraction offering 'horror weekends' for paying guests. In restoring the castle to its former glory, however, Elvira has triggered off the return of her dead ancestor, a facility provided for Emeide many years ago by Satan. The Queen's servants have started arriving in preparation for her return, where by the practice of devil worship and other satanic ceremonies, she hopes to take over the world. A scroll locked in a chest hidden within the castle, will enable Elvira to prevent the return of Emeide. So Elvira hires a freelance ghostbuster, for a fat fee, to find the six keys held by six of Emeide's servants, and thus obtain the scroll. That ghostbuster is you, and it must be said that Elvira isn't overly impressed.



The doorway points that are to guide you, allow you almost total freedom in terms of navigation.

NOW IN BRITAIN „AMIGA DIRECT“ EUROPE'S TRAILBLAZING AMIGA CLUB, MORE THAN 10,000 MEMBERS. DUE TO OUR INTERNATIONAL NETWORK (HOLLAND, BELGIUM, GERMANY, USA & ENGLAND) YOU CAN NOW **SAVE HUNDREDS OF POUNDS** ON RECOMMENDED RETAIL PRICES. YOUR ONLY COMMITMENT IS TO PAY £ 10 FOR ONE YEARS MEMBERSHIP. WHEN YOU JOIN, YOU CAN CHOOSE OUT OF 3 **FREE GIFTS**: 1. WICKED 50 GAMES PACK 2. MOUSEPAD 3. MARAUDER II, THE NR.1 COPY PROGRAM IN THE USA. YOU WILL ALSO RECEIVE 4 TIMES A YEAR A **FREE COLOUR CATALOGUE**, DISCOUNTS ON CERTAIN UK COMPUTER SHOWS ENTRANCE FEES AND SPECIAL OFFERS AT UNBEATABLE PRICES.
NO OBLIGATION TO BUY!!! HOWEVER AT OUR UNBEATABLE PRICES YOU CAN'T RESIST.

TOP 100 AMIGA GAMES

	MEMBER	RRP		MEMBER	RRP
568 ATTACK SUB	15.99	24.99	LEMMINGS	13.99	24.99
AMOS GAMES CREATOR	24.99	49.99	LEISURE SUITE LARRY III	24.99	39.99
AWESOME	19.99	34.99	LOST PATROL	13.99	24.99
ARMOUR GEDDON	13.99	24.99	LODZ	13.99	24.99
ATF II	13.99	24.99	M1 TANK PLATOON	17.99	29.99
BILLY THE KID	13.99	24.99	NITRO	11.99	19.99
BATTLE COMMAND	13.99	24.99	NAVY SEALS	13.99	24.99
BACKGAMMON ROYALE	13.99	24.99	NARC	13.99	24.99
BOMBER BOB	13.99	24.99	ORIENTAL GAMES	13.99	24.99
BACK TO THE FUTURE II	13.99	24.99	OPERATION STEALTH	19.99	29.99
BUG BASH/NUCLEUS	8.99	12.99	OPERATION HARRIER	15.99	24.99
BATTLE MASTER	18.99	29.99	POWERMONGER	19.99	29.99
BLADE WARRIOR	13.99	24.99	PLOTTING	11.99	19.99
JAMES BOND	14.99	24.99	PANG	13.99	24.99
BETRAYAL	18.99	29.99	PUZZNIC	13.99	24.99
CADAVRE	13.99	24.99	OPERATION SPURANCE	13.99	24.99
CARTHAGE	13.99	24.99	POLICE QUEST II	18.99	29.99
CHAOS STRIKES BACK	11.99	19.99	POOLS OF RADIANCE	18.99	29.99
CHASE HQ II	13.99	24.99	POPULOUS	15.99	24.99
CHESS CHAMPION 2175	18.99	29.99	TEAM YANKEE	10.99	29.99
CODENAME ICEMAN	24.99	39.99	RED STORM RISING	13.99	24.99
COLOMELS BEQUEST	24.99	39.99	RICK DANGEROUS II	13.99	24.99
CAPTIVE	15.99	24.99	ROGUE TROOPER	13.99	24.99
CONQUEST OF CAMELOT	24.99	39.99	SHADOW OF THE	19.99	34.99
CORPORATION	13.99	24.99	BEAST II (+ T-SHIRT)	27.99	44.99
CLOCK TROPHY	13.99	24.99	SPACE AGE	18.99	29.99
DAMOQUES	14.99	24.99	SPACE QUEST II	13.99	24.99
DAYS OF THUNDER	14.99	24.99	SIMULCRA	11.99	19.99
DRAGONS LAIR	27.99	44.99	SPELLBOUND	19.99	29.99
DUNGEON MASTER	13.99	24.99	SUPREMACY	13.99	24.99
ESC FR SINGES CASTLE	27.99	44.99	STREET HOCKEY	13.99	24.99
EPIC	13.99	24.99	SHOCKWAVE	13.99	24.99
FLURIT & MAGNOSE	13.99	24.99	TOTAL RECALL	13.99	24.99
F19 STRIKE EAGLE II	18.99	29.99	THE SPY WHO LOVED ME	13.99	24.99
F19 COMBAT PILOT	9.99	24.99	TOWAK THE WARRIOR	13.99	24.99
F19 STEALTH MISSION	17.99	29.99	TEENAGE MUTANT	13.99	24.99
F29 RETALIATOR	13.99	24.99	NINJA TURTLES	13.99	24.99
FALCON F16 MISSION DISK	11.99	19.99	THE KEEP	13.99	24.99
FLIGHT OF INTRUDER	18.99	29.99	WHITE DEATH	14.99	24.99
FLIGHT SIMULATOR II	19.99	34.99	TOURNAMENT GOLF	13.99	24.99
E SIM SCEN START KIT(3)	24.99	39.99	TEAM SUZUKI	13.99	24.99
WRATH OF DEMON	29.99	44.99	ULTIMA V	18.99	29.99
FINAL COUNTRYDOWN	13.99	24.99	UMS II	18.99	29.99
GREMLIN II	13.99	24.99	WAR JEOP	13.99	24.99
HAGAR THE HORRIBLE	13.99	24.99	WELTRIS	14.99	24.99
INT SOCCER CHALLENGE	13.99	24.99	WINGS	18.99	29.99
KICK OFF II	12.99	19.99	WHEELS OF FIRE	18.99	29.99
KILLING GAME SHOW	12.99	24.99	WINGS OF FURY	13.99	24.99
KINGS O TRIPLE PACK	19.99	29.99	WILD CHAMP SHIP SOCC	13.99	24.99
KINGS QUEST IV	19.99	29.99	WONDERLAND	15.99	24.99
LOTUS ESPRIT TURBO	13.99	24.99	YOLANDA	13.99	24.99

RAM EXPANSIONS

- A500 512 K + CLOCK + ON/OFF SWITCH £32.90
- A500 INTERNAL 2MB £129.99
- A500 8MB CARD (2MB RAM) £199.99
- A500 8MB CARD (4MB RAM) £299.99
- 8 MB £489.99
- A500 8MB CARD (6MB RAM) £369.99
- A500 8MB CARD (8MB RAM) £469.99
- WITH 4 MB £209.99 - 6 MB £379.99
- 8 MB £459.99

DISK DRIVES

- 3.5" INTERNAL A2000 £44.99
- 3.5" WITH DIGITAL TRACK DISPLAY £64.99
- 3.5" INTERNAL A2000 £49.99
- 5.25" EXTERNAL 40/80 TRACKS £69.99
- 5.25" WITH DIGITAL TRACK DISPLAY £84.99
- *ALL EXT DRIVES WITH THRU PORT & ON/OFF SWITCH

MUSIC

- | | RRP | MEMBERS |
|-------------------------------------|---------|---------|
| • AMAS MIDI + DIGITIZER | £ 99.99 | £ 79.99 |
| • FUTURE SOUND STEREO DIGITIZER | £ 79.99 | £ 59.99 |
| • GOLDEN STEREO DIGITIZER | | |
| INCL. SOFTWARE | £ 69.99 | £ 54.99 |
| • MASTER SOUND AUDIO DIGITIZER | £ 34.99 | £ 24.99 |
| • MIDI INTERFACE 2 MIDI OUT IN THRU | £ 24.99 | £ 17.99 |
| • PERFECT SOUND 3 D NEW VERSION | £ 69.99 | £ 49.99 |
| • SOUND EXPRESS STEREO DIGITIZER | £ 39.99 | £ 29.99 |
| • SOUND SAMPLER AUDIO | £ 24.99 | £ 19.99 |

**SPECIAL
OFFERS
EVERY MONTH
TOP 25
SEE**

**ALL
PRICES
INCLUDE
VAT**

**4 WHITTON ROAD
TWICKENHAM
MIDDLESEX TW1 1BJ
ENGLAND
TEL. (44) 081-891-6704
FAX (44) 081-892-8127**

**AMIGA
direct**

PROFESSIONAL SOFTWARE

CAD CAM

	MEMBER	RHP
INTRO CAD	39.99	59.99
PROFESSIONAL DRAW 2.0	79.99	129.99
X CAD DESIGNER II	69.99	114.99
X CAD PROFESSIONAL	199.99	459.99
MODELLER 3D	49.99	79.99

COMMUNICATIONS

	MEMBER	RHP
A TALK II	49.99	89.99
BRS PC BULLETIN BOARD	59.99	119.99
SKYLINE BBS SYSTEM	59.99	119.99

DESKTOP VIDEO & GRAPHICS

	MEMBER	RHP
ANIMAGIC	49.99	69.99
ART DEPARTMENT	49.99	69.99
BROADCAST TITLER	169.99	299.99
DELUXE PAINT II	49.99	79.99
DELUXE VIDEO	9.99	14.99
DELUXE VIDEO II	69.99	99.99
DESIGN 3D	39.99	79.99
DIGIPAIN II	39.99	59.99
ELAN PERFORMANCE 2.0	69.99	109.99
LIGHTS CAMERA & ACTION	39.99	54.99
PHOTON VIDEO CELL ANIMAT	49.99	99.99
PAGE FLIPPER FX PAL	69.99	99.99
PAGE RENDER 3D	69.99	99.99
PRO VIDEO POST	149.99	249.99
SCULPT 3D XL	79.99	149.99
SCULPT 4D JUNIOR	69.99	119.99
SCULPT 4D	249.99	499.99
TURBO SILVER 3D	79.99	129.99
TV TEXT PROFESSIONAL	79.99	129.99
WALT DISNEY ANIM. STUDIO	79.99	129.99

DATABASES

	MEMBER	RHP
SUPERBASE PERSONAL II	39.99	99.99
SUPERBASE PROFESSIONAL	139.99	249.99

DESKTOP PUBLISHING

	MEMBER	RHP
PROFESSIONAL PAGE 1.3	129.99	199.99
PRINTMASTER PLUS	24.99	39.99
PAGESCREEN 2.0	79.99	149.99
PAGESCREEN 2.0	34.99	59.99

INTEGRATED PACKAGES

	MEMBER	RHP
PUBLISHERS CHOICE	69.99	99.99
GOLD DISK OFFICE	119.99	149.99

ACCOUNTS

	MEMBER	RHP
HOME ACCOUNTS	19.99	29.99
SYSTEM 3	29.99	49.99

MUSIC

	MEMBER	RHP
AUDIOMASTER II	49.99	89.99
BAR & PIPES	139.99	219.99
COPYIST APPRENTICE	49.99	89.99
COPYIST PROFESSIONAL	149.99	239.99
DELUXE MUSIC CONCEPT	49.99	89.99
MIDI RECORDING STUDIO	34.99	59.99
MUSIC 1.1	79.99	149.99
MUSIC X JUNIOR	44.99	79.99
TRIM	27.99	49.99

PROGRAMMING LANGUAGES

	MEMBER	RHP
ARGASM 80000	39.99	59.99
AZTEC C PROFESSIONAL	79.99	129.99
BENCHMARK MODULE 2	79.99	169.99
DEVPAK 2.0	39.99	59.99
LATTICE C V5.5	149.99	249.99
LATTICE C++	189.99	299.99

SPREADSHEETS

	MEMBER	RHP
ADVANTAGE	69.99	99.99
MAXIPLAN PLUS	79.99	149.99
SUPERPLAN	49.99	99.99

WORDPROCESSORS

	MEMBER	RHP
PEN PAL	69.99	129.99
PRO WHITE 3.0	79.99	139.99
SCRIBBLE PLATINUM	34.99	49.99
WORD PERFECT 4.2	129.99	229.99

UTILITIES

	MEMBER	RHP
AMAX 1 MACINTOSH EMUL.	99.99	189.99
AMAX II (MET ROMS)	179.99	299.99
AMI ALIGNMENT DISK DR. KIT	24.99	39.99
AMI EDUCATION 4 programs	9.99	19.99
AMIFACT invoice program	9.99	19.99
ANIMATED hard disk utility	9.99	19.99
AMIKAS controls	9.99	19.99
AMINWORD word spelling (educ)	7.99	14.99
BAD OPTIMIZER disk utility	22.99	39.99
BUTCHER graphic utility	19.99	34.99
CROSS DOS 4.0 ms dos utility	22.99	39.99
CLUTTERALOK disk	7.99	14.99
DCOPTOP AMI diagnostics	24.99	39.99
DAT TRACKS copy program	34.99	49.99
MAURAUER II NR 1 USA copy pr	9.99	19.99
POXIATE graphic utility	29.99	49.99
PROCLIPS struct. clipboard(150)	14.99	24.99
QUARTERBACK 4.0 hard disk u	29.99	59.99
RAWCOPY 1.26 copy utility	34.99	49.99
WORKBENCH 1.3 + MANUAL	12.99	19.99

GOODS ADVERTISED SUBJECT TO AVAILABILITY
PRICE SUBJECT TO CHANGE WITHOUT NOTICE

VIDEO

	RHP	MEMBERS
DIGIVIEW 4.0 VIDEO DIGITIZER	£ 149.99	£ 79.99
VIDI AMIGA FRAME GRABBER	£ 114.99	£ 84.99
VIDI AMIGA - VIDI CHROME	£ 134.99	£ 94.99
REDALE 8802 GENLOCK	£ 299.99	£ 149.99
RGB SPLITTER	£ 69.99	£ 54.99

SCSI HARDDISKS & FILECARDS

	A2000	A500	A1000
40 MBYTE QUANTUM	£ 399.99	£ 449.99	
80 MBYTE QUANTUM	£ 599.99	£ 649.99	
A500 20 MBYTE		£ 299.99	

ACCESSORIES TOP 20

3.5" DISKS BOX OF 10 - BRANDED	EDOKA D500	£ 4.99
3.5" DISKBOX 180 - WITH LOCK		£ 4.99
5.25" DISKS BOX OF 10 - BRANDED	EDOKA D500	£ 2.49
5.25" DISKBOX (100) WITH LOCK		£ 4.99
1084 S STEREO MONITOR	FROM CBI	£ 199.99
BOOTSELECTOR BOOT	FROM DFO/DFI	£ 7.99
ELECTRONIC BOOTSELECTOR	DFO/DFI	£ 19.99
FLICKER MASTER		£ 12.99
KICKSTART CARD INCL 1.2 OR 1.3 ROM		£ 39.99
KCS POWER BOARD - PC EMULATOR		£ 249.99
LIGHTPEN A500/2000 INCL SOFTWARE		£ 39.99
MINI-MODEM A500-2400 BAUD		£ 69.99
MOUSEPAD TOP QUALITY		£ 2.99
MOUSE MASTER SWITCHER MOUSE	JOYSTICK	£ 12.99
MODEM 2400 BAUD		£ 69.99
NORDIC POWER AMIGA ACTION	CARTIDGE	£ 99.99
TAPE STREAMER 60 MBYTE FROM		£ 399.99
TRACKBALL CONTRIVER		£ 29.99
TV MODULATOR TO CONNECT TV		£ 17.99
VIRUS PROTECTOR HARDWARE	SOFTWARE	£ 12.99

AMIGA DIRECT INTRODUCTORY OFFER

Mail to AMIGA DIRECT 4 WHITTON ROAD TWICKENHAM, MIDDLESEX TW1 1BJ ENGLAND

Our telephone no (44) 081 8916704 Fax (44) 081-892-8127

Please send me

Type of computer

Software Post & packaging within the UK £1.50 Overseas £3.00 Hardware UK £2.50 Overseas £4.00 Courier service £7.00

o Cheque enclosed

o Visa/Access/Mastercard

o Postal order

o Credit card no

Name

Address

Post Code

total post and packaging £

Tel no

£

£

£

Total

Membership only

Total enclosed

£ 10.00

Signature

ARCADES

COIN-OP CRISIS

The recent Preview for the Coin-op trade, held at the Hammersmith Novotel, London, was something of a disappointment. John Cooke put his money in the slot and reports on the lack of original coin-ops for the coming season.

The R360, Sega's flagship unit that, yes, turns the player around 360 degrees - was nowhere to be seen. Who knows what Health and Safety are going to make of that when it makes its entry into the UK. Another reported wow from Sega, a motorcycle game called *RAD*, using 32 bit technology to display some hoopy graphics also failed to make an appearance.

And what about Namco's new helicopter simulator? Still, first-hand news of these and hopefully much more next month - when we report live from the AMOA show in New Orleans.

Meanwhile, back in Hammersmith, despite the lack of so many star attractions, there were still a large number of machines that were new to the UK and on show for the first time.

Atari Games big two new releases were frankly, a little on the disappointing side. The long awaited *Race Drivin'* -



Cosmo and his gang look suspiciously like the CU team!

sequel to *Hard Drivin'* was shown to essentially consist of a couple of new (and far more difficult) tracks, with a new choice of cars and a pseudo two-player game. Not what the punters have been saving up the pennies for but the playability and realism of the original is still there and it'll prove an attraction for those who mastered *Hard Drivin'* and are looking for more challenges.

As for *Pit Fighter* - that turned out to be a real 'em up with a difference, digitised graphics and suspenseful sounds interesting? Well, initial reports suggest that the playability isn't quite up to the distinctive display style - expect it to make a fast appearance on home formats, however.

The best Capcom could do? A horizontal scroller which is the twelfth game to be released using the CP Chip Set. The twelfth? Two parts of larger and a packet of crisps to the first person to write in and list the other eleven! As for the game itself - the first comment that springs to mind about *Carrier Airwing's*, better than *UV Squadron*. Talk about damming with faint praise.

Konami has been taking the green stuff to the bank in wheelbarrows all year. The *Teenage Mutant Ninja Turtles* has sold 2000 units in the UK alone. However not since *Thundercross* has the company come up with a quality shoot-'em-up. The best it can come up with this season is *Surprise Attack*, a reasonable jump-'n'-kick game. Also being pushed is a few ordinary called *Overdrive*. Konami call it a 'stunning new driving game'.

Our appraisal of it would only omit one of those words.

Namco make an ever well come return with two follow ups, *Final Lap II* and *Winning Run II*. *Final Lap* being the best two player racing game in the history of vids, and one that I whopped Nolin Bushnell at recently - can not be faulted, and three extra tracks make a welcome addition for the aficionado. *Winning Run* is still the best 3-D polygon technology around - again with a new track - the Japanese Suzuka circuit that Nigel Mansell failed to win on not so long ago.

Other goodies on display, a SWP (Skill with Prizes) version of *Audiogenic's* *Loopz*, Konami's two on two basketball game *Punk Shot*, *GP Driver*, *Aural* (best PCB of the show) and *Ghost Hunters* from Sega plus *Trog* from Bally. More detail on those separately in upcoming issues - and on the star of the show for me, *Cisco Heat* from Jaleco.



Ghost Hunters, a new coin-op from Sega, caused a stir.



The Turtles' coin-op has now sold more than 2000 units in the UK and is still soaking up the fifty-pennies.

Punk Shot

Those of you conversant with the 'no contact' sport of Basketball will be aware that the title of this num-

ber is an alliterative reference to the action of whopping the ball down through the hoop. Only to be seriously attempted by those over 6 foot 5 inches. Well, for the rest of us dwarves, maybe this is the closest we'll come to it.

Basically, *Punk Shot* is a two-on-two version of street basketball. You, or you plus a male, combine to play against a quite canny computer

A quick punch in the kidneys will rob this guy of possession.



opponent, in a stylised street setting of Downtown/Ghetto USA. Nope, you haven't got junkies shooting up or women of ill repute performing unnatural sexual labours in the background, but the sidewalk hasn't been swept in a couple of weeks and the sprites look like they've stepped right out of *Jump St*.

If you've ever watched the highly entertaining NBA playoffs on TV - the world championship of Pro Basketball surely - the amount of violence in this old called 'Street' game palls into



CISCO HEAT

Jaleco get better and better. This time last year, at the AMOA, they unveiled a driving game called *Big Run* and although it wasn't the best thing in the Universe, it was OK and sent a shot across the bows of the Big Boys. Now *Cisco Heat* confirms that Jaleco has the investment and R&D to make it into the First Division.

Cisco Heat is another driving game, but this time it's the annual police driving race around downtown San Francisco. This presents a few technical problems to the developer. SF is hilly,

so that when you drive around it, it's more like being on an urban rollercoaster. This is difficult to imitate on screen. Secondly, all the corners in SF are 90 degree turns - because of the grid street system. Again, not a doddle to include in a computer game. *Cisco Heat* just about manages to pull it off.

Sure, there are times when the Sprite engine is just about to give up - but you hardly notice as

Cisco Heat, a new driving game from Jaleco, took all the awards at the show. It's a stunner. Set on the streets of San Francisco, the controls are simple, the gameplay addictive.



the rest of the action is so fast and furious, particularly in the sit-down version of the game that produces an effect for the player, rather like being in a blender.

Controls are simple - wheel, accelerator, brake (who needs it, babe?) and h/w/lv gears. Easy to get into, tricky to master - this is the driving game of the year so far. Play it - but don't expect the Amiga version to be as good!

John Cooke

JALECO

Fast and furious driving game

SOUND	83%
GRAPHICS	87%
PLAYABILITY	96%
CONVERTABILITY	78%

OVERALL 93%

GP Racer

A couple of months ago I was here writing about *Racing Hero* from Sega and thinking it was workmanlike rather than inspired stuff. The appearance of *GP Racer* confirms *Racing Hero* as a filler rather than a blockbuster - as it's another motorcycle racing game, only better.

Controls are just about identical - all on handlebars, the only difference being the option of manual gears in *GP Racer* with the change being up/down buttons on the left hand side of the unit, controlled by the thumb of the left hand.

What makes *GP Racer* much better is the now way Sega has come up with presenting the track - such that convincing coloured ground is shown on screen. No more flat racetracks, or simple uphill downhill. Now you can have cambered corners, dips, climbs, etc. This adds enormously to the realism - if you've been lucky enough ever to drive on a racing circuit, you'll know what I mean.

Secondly, the game is geared up to be, primarily, a two player bash. Not you versus the computer (although this option is available) but you up against another bloody minded human being.

The speed is good rather than earth shattering, but playability is high and the learning curve on the single track is not overly steep - just enough to give the veteran an edge over the first timer.

Jolly, jolly good - and if anyone is thinking of converting this to the Amiga, remember to make sure you have a true two player option by connecting the serial ports together. OK?

John Cooke



You can either choose automatic or manual transmission - then the bashing starts.



SEGA

Two player fast bike action - a winner

SOUND	80%
GRAPHICS	89%
PLAYABILITY	92%
CONVERTABILITY	85%

OVERALL 88%



Street basketball comes to Downtown USA in *Punk Shot*.

insignificance compared to the real thing. Give those boys knuckle dusters and you'd have a fairly convincing version of Rollerball on your hands.

This is where *Punk Shot* loses out. The best

someone in the head. If we're going to talk major violence over and above the real thing, why not give the players at the very least, maces? Or small thermite clear devices.

Still, tame though it is, *Punk Shot* has been blessed with some real graphics and is, in its own right, a highly playable sports title. Best played two player - it's well worth a try. Probably not strong enough to make it onto home format, however.

John Cooke

KONAMI

Highly playable basketball title

SOUND	75%
GRAPHICS	90%
PLAYABILITY	84%
CONVERTABILITY	76%

OVERALL 81%

you can do off the ball is kick

GORDON HARWOOD



Bring you "Heroes in a Half Shell"™

Amiga POWERPLAY

Raphael's PACK 1

THAT'S RIGHT HARWOODS HAVE PUT TOGETHER THE ULTIMATE PACKS YET AGAIN
STARTING WITH RAPHAEL'S AMIGA PACK 1 WITH 15 GREAT GAMES!

Just look at
what you get...

- ★ AMIGA ASDO COMPUTER (See standard features list at bottom of this page)
- ★ SHADOW OF THE BEAST II
- ★ DAYS OF THUNDER
- ★ BACK TO THE FUTURE II
- ★ NIGHT BREED
- ★ MICROSWITCHED JOYSTICK
- ★ TAILORED DUST COVER
- ★ 10 BLANK 3.5" DISKS
- ★ DISK STORAGE CASE
- ★ MOUSE MAT
- ★ DRIVEN FORCE
- ★ PRIMAEMIA
- ★ ROCK 'N' ROLL
- ★ SKEWEEK
- ★ GRAND MONSTER SLAM
- ★ RYE HONDO
- ★ TOWER OF BABEL
- ★ AND...DELUXE PAINT II

...You won't need anything else for ages!

£399*

RAPHAEL'S PACK
PRICED AT AN
INCREDBLE...

NOT 1,000 CDS TO
FROM AVAILABLE MONITOR TO THE
WITH OUR 10-1/2 INCH PICKUP (See Page 4)



Antique MONITORS

BRAND NEW PHILIPS CM 8833/II STEREO COLOUR MONITOR

Stereo High Resolution Colour Monitor

The ALL NEW Philips CM8833/II is the successor to the ever popular CM8833. This versatile multipurpose 14-inch monitor offers excellent colour graphics performance with a wide range of home and personal computers.

The CM8833/II can also be used as a TV Monitor when connected to either a VCR or TV tuner (available separately). Please ask for further details.

- RGB/AL, TTL, Comp. Video & stereo audio inputs
- Can also be used as a TV with tuner or VCR
- Features retractable foot → Twin Speakers
- FREE load for YOUR computer → Earphone Jack Socket
- FREE 12 Month on site service warranty.

GREAT NEW PHILIPS MONITOR
AT THE OLD PRICE OF ONLY...

£249⁰

COMMODORE 1084S STEREO COLOUR MONITOR

Commodore's Own Stereo High Resolution Colour Monitor

- RGB/AL/TTL Comp. Video/Audio inputs
- Can be used on TV with a tuner or VCR
- Twin Speakers for stereo output
- Supplied with cables for ASOB, CGA PA, C16 44-128

£259⁰

HINTS & TIPS

Psychosis' chart topping creature sequel is proving more than a match for most people; here with a helping paw is Kirk Rutter, revealing the nature of the Beast with his essential map and solution.

From the start screen run left until you come to Barloom's guard, who is being kidnapped by a bad guy. Kill the evil guard and listen to what the kind guard has to say when you ask him about 'TRAPS'. Make your way to location 1 on

the map. As you proceed down the passage (to the left) a guard will fly over you. Run left and kill him. Now stand on the very edge of the ledge and wait. One of Ishtren's guards will appear pushing a large rock with spikes sticking out of it. Wait until the spikes are almost touching you then kill him. Carry on left. Another guard will appear, kill him and get the key. Go left and climb the first rope you come to, jump off to the right and use the key on the door.

Go right (beware of the falling rock) and activate the switch Barloom's guard told you about. A lift will come down, jump onto it. When you step out of the lift go to the far right of the screen and collect the key. There's also a bottle of energy to be collected (refer to map).

Now go back to the pit where you'll find the caged dog (see map reference D). Jump onto the chain that hangs above the pit and climb down. Now jump to the right so you land on the next cage, unlock the door with the key you've just collected.

The dog will then scare away the sleeping guard. Quickly activate the bottom switch and exit. Go left and enter the lift again. Pull down on the joystick to leave.

Make your way to the bottom left hand corner of this level. You will find three

switches, an overhead crane-arm, two spikes and a large rock. You must use the switches to pick up the large rock with the crane and drop it onto the far right spike to create a smaller rock. Be careful not to hit the rock with your mace, the rock will crumble and you'll have to start the game from scratch.

Push the small rock to the see-saw and climb the rope. Now jump on the rope and land on the see-saw. This will send the rock flying into another lift. It might take a good deal of practice to get this right! When you've managed to catapult the rock run left and step into the waiting lift. It will then take you up. Go left, kill Ishtren (ask about Ishtren first). When he is dead you will see a bag hanging from a branch. Hit this until the occupant falls free. He will then give you a pass word which you must remember.

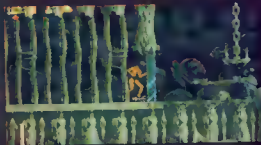
Now go to location 2 on the map and enter the Karamoon Oasis. Once inside go left and take the bottle of ale. Don't bother talking to the shop owner, he has nothing important to say and can't sell you anything.

Next stop is 3, the dreaded Snotman. Kill him and take the axe. Collect the bottle of energy. Advance to position 4 (the Crystal Caverns). To enter here locate the

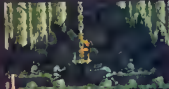
SHADOW OF



Don't waste extra health. Only use it when your strength is extremely low - it will be more useful later in the game.



The guard loves his little so, to stop him trying both you and your cell mate, give him the ale and when he dozes off, break down the door.



To avoid detection, stay on the chain until you are totally sure that you can defeat the guards - then drop down and take them out.



PLAY TO WIN

entrance (a tuft of thin grass) and jump on it until it gives way. You have to jump from a certain height, so keep trying.

Jumping the acid pools can drain a lot of energy because spikes appear when you jump. Switch the joystick to autofire before every leap. Once you have cleared all the acid pools select the axe as your weapon and carry on going left. You will startle a sleeping guard and he will alert his colleagues or your intrusion. Follow him and you will eventually come to a wall. Kill the guard winding the drawbridge then retreat and kill the two guards on the platform above. Kill the last guard behind the wall (using the mace) and then break down the wall.

Climb up the chain and you will see a switch. Take a few steps back then activate it. A timer will start to tick down. Run left as far as you can go, crouch down, activate the switch and run right as fast as you can. If the timer runs down before you make your getaway there's a very good chance of losing your life.

Go down to where the four guards are sitting at the tables and kill the two on the right. Run right and collect the key. Go left until you are caught in a trap (don't worry, it's harmless). You will now be taken to a prison cell. Wait until the lone guard sits

down and offer him the ale. He will take it and fall asleep. Bash the door in and jump onto the chain. Climb up and kill the guard. The other prisoner also makes an escape bid, so you must act quickly or he will be killed by the waiting guard. Failing to do so will make escape impossible. Go back down, kneel next to the sleeping guard and switch on autofire. He will die and drop a key. Take this and release the prisoner (try both keys). Now climb to the very top of the chain, jump off to your left, run left and kill the two guards. Take the ring and go right. Jump the gap to get to the other two captives. Open the door with the last key and let the other two guys run in front of you (but not too far). Keep running behind them and they will both be impaled by spikes. Now leave the caverns by the entrance.

Look at position 5 on the map. Just before the trees there's a bridge and a giant with a rather large knife. You must get him to follow you across the bridge by edging close to him and then running away. When the giant tries to cross the bridge it will give way and he falls to his death. Avoid falling down the same hole and make your way to position 5. Give the ring to the old man, he will tell you that he needs a parchment. Go to position 6

(Barloom's image) and he will ask for the password (remember it?). Once past the gate go right, collect the extra energy and pay Barloom a visit. Listen to what he says, then ask him about your sister and take the parchment. Go back to the old man (7) and give him the parchment. In return he will give you a new weapon which you should use from now on.

Go back to the bridge and fall down the hole. You will enter a whirlpool. Collect the energy and the horn. Go to the giant snail and ask about Karamoon. He will then offer to take you back there for 38 coins. Sey yes, there is no other exit so I hope you have the right money.

Almost there! Go to position 9 and use the horn. A sea monster will appear and take you across the sea to Zelek's castle. Enter the castle, collect the energy and seek out Zelek. Good luck matey, you're going to need it!

Even with the solution and map at your fingertips *Shadow of the Beast II* still packs a mighty punch.

THE BEAST



The flying primitive can cost you valuable energy, so take him out early with these jumping shots. Then turn around and sort the following grunts - time it right and you'll come out without any scratches.

To save a lot of time and effort, simply go up to the first primitive that you find as you head right from the starting point and talk to him. Type in TEN PINTS as your question, and infinite energy is yours.

When leaving the water pools, jump right at the last minute to avoid the jelling crystals. Then turn and shoot them for bonus points.



If at any time you lose your bearings, this map should help you out. It indicates where things are.

LEGEND OF THE LOST



THE
SEARCH
IS ON!

IT'S ACTION ALL THE WAY ... ON A LARGE SCALE!



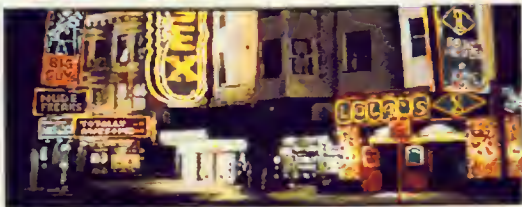
SEVEN LEVELS
OF STARTLING
ARCADE ACTION!

IMPRESSIONS • RIVERBANK HOUSE • PUTNEY BRIDGE APPROACH • LONDON • SW6 3JD
S O F T W A R E W I T H S T Y L E



Check out every possible location: if you miss an object you're in trouble. Quite simply, it may prevent you from getting any further.

PLAY TO
WIN



MEAN STREETS

It starts with a suicide and a blond, it ends with a nationwide conspiracy. You just might be able to save your chips, if you follow Germand Giacobbe's solution that is...

The object of the game is to prevent project 'Overlord' - a satellite which can control people - from going into operation.

The men behind this are the chiefs of Gideon Enterprises and the Law And Order party. To stop the satellite you need to collect the eight passcards which were issued to the eight scientists involved with the project (one of them being Carl Linsky). Be quick though, Carl's wasn't the first death and it's certainly not going to be the last, so make sure you visit the potential victims before anything happens to them.

SCIENTISTS

Carl Linsky
Cal Davis
Sam Jones
John Klaus
Larry Hammond
Ron Morgan
Greg Call
Bosworth Clark

NAV CODES

4660/4663/4675
3720
0021
7012
4935
1998/6470/1710
4753/8911/1700
9932

HERE ARE THE COLOURS OF THE PASSCARDS WITH CORRESPONDING PASSWORDS:-

PASSWORD

Bishop
Rook
Knight
Pawn
Checkmate
King
Queen
Stalemate

COLOUR

Blue
Black
Purple
Green
Orange
Gray
Yellow
Red



Carl Linsky's daughter may be attractive, but she doesn't know anything about her father's death. There are a few key figures who you have to visit. In particular, St Gideon, Robert Knott and Big Jim Stade... The other scientists involved in the project are at risk, try conversing with the ones you find or searching through their apartments when they're not around.

MEAN STREETS

PLAY TO
WIN

GO TO THESE PEOPLE FOR INFORMATION

Sandra Larson	4599 (Carl's girlfriend)
Sylvie Linky	4421 (Carl's daughter)
Steve Clements	4689 (A policeman investigating Carl's death)
Sonny Fletcher	5179 (A PI who worked for Linky)
Peter Dull	4674 (Works for an insurance company)
Boeh Degot	4657 (Witnessed Linky's death)
Ron Meat	4525 (A brook who knows Larry Hammond)
Wanda Peck	4821 (A useful source of info)
J St Gideon	3891 (The men behind Dvalord)
Frank Schimming	4658 (Boss of Gideon)
Robert Knott	8132 (The chief of Law And Order)
Smiley Monroe	3615 (A cop investigating the death of Col Devle)
Aaron Sternwood	9439 (A friend of Devle)
DeForest Lightbody	4928 (Carl Linky's fiancée)
Arnold Dweeb	4818 (Works for MTC, one of Gideon's projects)
Tom Griffith	4599 (Schimming's right hand man)
Della Lang	2111 (She's in love with Ron Morgan)
Lola Loveloy	4693/4695 (She worked for Gideon)
Jim Slade	4827 (A killer who works for Knott)
Bezi Mallory	2713 (The attorney of Law And Order)



hurt. When interrogating somebody try to find connections between them and other characters. A great many people in the game are linked and these links will need to be exploited to help you get further into the mystery.

The passcards are located at:		
Blue	4675 (Inside the Band Aid can)	5194 (In a locker)
Orange	3720 (In a box in the cage)	
Gray	5037 (In the safe)	
Red	4470 (In the Pluribus' pool)	8311 (In the shelf near the vine)
Green	7012 (John will give it to you)	0021 (Sam will give it to you)

Interesting Locations: Bug Surf Hotel - 5162 Law And Order HQ - 5037 University - 4663

GENERAL HINTS When you collect all eight passcards go to the main computer at Gideon Enterprises (4559). You'll be captured, but don't worry. When you're in the room with the furnace get the mask from the panel and activate the furnace by remote control. A robot will enter to stop the furnace, you have to run through the door before it closes. You should now be in the computer room. The passcard and passwords all have to be entered within a minute so be quick about it. Now sit back and watch the end sequence.

HINTS

1. Keep track of who knows who
2. Be careful when threatening people, bnb'ing is easier
3. Don't worry about the ape, a pole from 8911 will help with the box problem
4. Big Jim Slade will be shot, so be quick with your questions
5. Robert Knott will be shot if you ask him about Gideon Enterprises
6. J. St Gideon is the brain and Griffith is the brawn
7. Frank Schimming is more than a good friend to Lola Loveloy
8. Finally, for a laugh play the video tape from 4670 in the VCR at 4605



Venesso and Li Chin are only really useful for getting new codes.

If you start running out of cash, you'll have to turn your hand to hawkeye hunting. Keep your head low, and then pop up and fire in bursts. Advance slowly at the end of the sequence. You are most likely to get shot at this point.



Concentrate on finding the pass cards - You have no chance whatsoever of completing the game if they're not in your possession. Follow the solution carefully to complete the computer section. It's the toughest part of the game and requires good reflexes as well as thought.

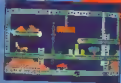


CARVUP



A 48 level, horizontally scrolling, infuriatingly addictive platform romp. Control the car as it dives through eight different worlds banishing Captain Grim's evil and rescuing his kidnapped friends.

AVAILABLE ON
APPLET AND COMMODORE AMIGA £24.95



CORE
DESIGN

HELPLINE

ENQUIRIES

MANHUNTER II

I have reached the second day and found nine new places there. My problem is what am I supposed to do with the shopkeeper? I think I need one of his masks to enter the private club. And what am I supposed to do with the pipe? I have filled it up and had a smoke, but so what? Thanks for a great magazine!

P.S. There is a beaver in *Legend Of The Sword*, it's north of the crocodile, AND a bank in *Bard's Tale*!
Tom Skehan,
Birmingham.

OPERATION STEALTH

I received *Operation Stealth* for my birthday and ever since have solved puzzles one after another until after the underwater escape. The crooks have taken most of the items in my inventory, including my money, leaving me penniless and unable to buy the inflatable wristlet from the man on the beach. Did I do something wrong, or didn't I do something I should have, or can I obtain money after the escape?

Jamie Meehan,
Surrey.

Where, in *Operation Stealth*, do you find the money to buy the red carnation from the flower shop, so that you can make contact with the other spy?

Alan Irving,
Manchester.

DUNGEON MASTER

When is a rock not a rock? is written on a wall in a dead end underneath a large open chamber. The answer's probably obvious but I'm just about ready to throw my Amiga out of the window. Can anyone help me?

Paul Edge, Newcastle.

RESPONSES

SCARY MUTANT SPACE ALIENS FROM MARS ADVENTURE

I have a copy of *Scary Mutant Space Aliens From Mars* which I bought from a

computer shop in Leicester a few months ago. My version is published by Readysoft Inc. of Canada. It can be freely copied but refers to the documentation for passwords before allowing saved games to be restored. The game is very large, and I have yet to complete it. The parser leaves a lot to be desired, but having said that, the game is very enjoyable to play and, in parts, very humorous. In reply to the problem encountered by Gair Rimala, the spaceship needs refuelling before it will take off. This can be done by taking the old cheese out of the refrigerator in the kitchen (what the alien is looking for) and putting it in the garbage can found in the engine room of the spaceship.

And Matthew Revell of Brentwood, gets the ship into orbit.

Go to the bridge and, after killing the alien, type TYPE 'X36MZZ4E' using the # key for quotation marks. Then EXAMINE SCREEN and a list of numbered destinations will come up. To go to a planet type: TYPE '1', etc. I hope this will help you.

Anthony Dallen, Hull

CASTLE MASTER

I read in your October Fantasy Zone that a chap named David Jongue, from Brisbane, wanted a few tips on *Castle Master*. Well, my middle name is *Castle Master*! To get the drawbridge down you must fire at the black window that is to the top left hand side of it, once. The draw bridge will then fall. Or, if you stand on the drawbridge and close it (i.e. by lining it the window again) you will be thrown on top of the church, where there are some nice things to pick up!

Andrew Lumb, North Humberstone

KING'S QUEST

Hello again, I have some answers to queries in the October issue. In *King's Quest* the name of the gnome is IFNKVO-HGROGHPRM. This is a cryptogram of RUMPELSTILTSKIN, just reverse the letters of the alphabet so A=Z, B=Y etc.

Ray Smith,
Milton Keynes

DEJA VU 2

In *Deja Vu 2* the exact sequence to follow is OPERATE ROPES ON CRATE, UP STAIRS, OPEN FRONT DOOR, DOWN STAIRS, and then GO HAMPER to hide, and WAIT until the thugs leave. When they've gone, leave the hamper and go upstairs to search the office desk and get the brass key and magnet from the cardboard box. When in the elevator, OPERATE MAGNET ON ELEVATOR PANEL.

David Cooper,
London

LEGEND OF THE SWORD

In *Legend Of The Sword*, to get to the sec and keep you need the wagon nearby. Push it under the window and climb in. You are not high enough to reach the window, so Belar volunteers to help. Standing on his shoulders lets you open the window shutters, but you are not high enough to climb in. Leave the wagon and push it out of the way. At this point you should have a rope attached to a hook. THROW ROPE AT WINDOW but the hook ties off the rope. TAKE HOOK and TIE ROPE TO HOOK and again THROW ROPE AT WINDOW. Then UP and you are in.

Ray Smith,
Milton Keynes.

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: Play to Win Helpline, CU, Priory Court, 30-32 Ferrington Lane, London EC1R 3AU. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a separate sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

PLAY TO WIN

INTERACTION

You've just read his two page helpline, now here's adventurer chat from Keith "the Lionheart" Campbell

● Looking recently at the latest edition of CU Amiga, there is some info on *Codenamed Iceman*. I've done everything up to the point where I've phoned Blaxton, but I cannot get off the island. I've tried phoning for a dinghy, but there's always no answer. Please send help as I'm pulling my hair out!
Richard Moore,
RAF Leeming

Keith's Response This is one of the finest examples of illogical restrictions that inhibit the use of common sense and intelligence in solving an adventure! The dinghy people will not answer until you have done all the right things, even though you are in a position to get on with the main action. You must join in the ball game on the beach, and keep playing until you have rescued the girl who goes into the sea after the ball. You must read both magazine and newspaper, and take the message from the girl at the reception desk. To get the newspaper, insert a coin found in the drawer by the bed in your hut, into the vending machine by the main door

● Please help! I am very new to adventuring (although not to arcade type games) and so to start me off in adventuring I bought *Lensure Suit Larry III*. I followed your tips until I got to the point where you said 'Visit the lawyers and see Suzi', which was referring to how to make it with Cheri Tart. So I went to the lawyers again and again and I couldn't see Suzi! I just kept getting the same answers about them all being in court. I have been to the Cheri Tart show and met her afterwards, but she doesn't tell me what she wants! I would also like to know how to get a key to work the hotel elevator.
Philip Baxter

Keith's Response Your problem seems to be not having elicited the information you need from Cheri. Look at her first, and then keep her talking, stringing along with her line of conversation, until she tells you what you need to know. Only then will the lawyers return to their office! As for the lift, you will be able to use it without any difficulty at the right time - but that's quite a long way off yet!

● Maybe it's been said before but I must relieve my feelings. Since the coming of *Bard's Tale* on the computer almost every software house has released an RPG. Yet several years later the plots are exactly the same as in the beginning. Defeat Evil! And why must we always play RPG's in fantasy worlds full of dragons, spells, swords, trolls, etc? I can name only one RPG not set in such a world - *Wasteland*, based in a post-holocaust world full of robots. It's really a shame Interplay/Electronic Arts never released *Wasteland* on the Amiga.

Amn! there any new ideas to make a good plot? An RPG set in the time of the first people on earth, perhaps, fighting mammoths on a quest for fire? Or an RPG set in World War II or the Wild West, for example. What's the battle with the programmers and software houses? Are they burnt out?

Enc Wuestenank

Keith's Response: What think you, the great CU reading public? Here's a subject to sink your teeth into! Write to me with your views, any problems mentioned here that you have an answer for, or any problems of your own that you haven't an answer for. You'll find me at CU Amiga, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU.

Amiga 500 **512Kb MEMORY** With 2 Years Warranty
Our incredible TOTAL price includes the clock/date chip & 5 year easily replaceable battery.
£36.95

! TOTAL PRICE INCLUDING POSTAGE AND VAT !

A totally NEW DESIGN from the makers of Britain's best selling Amiga expansion board, the AMRAMS13 is smaller, and has higher safety margins than any other product. What's more it is designed to accept a further 1Mb low cost USER UPGRADE. With a TWO year guarantee from Britain's long established memory board specialists, who would consider anything else?

Amiga 3.5" Drives With all the extra features you need - Thru' Port Memory Saver Switch
£59.80 INCLUDING POSTAGE & VAT Extra long lead

Commodore A500 latest 'Screen Gems' pack - £355
Memory Chips for A590 - Pack of 4 (512Kb) - £23.99
Star LC10 Printer (UK Version) - £147.20

DEALER ENQUIRIES (ON TRADE LETTERHEAD) INVITED! *am - £3.00pm Mon-Sat

Inpholink Ltd, Front St. West, BEDLINGTON, 1 Northumberland NE22 5UB - Order Line (0670) 827480

33 Chapel Green Road Buckley Wigan WN1 3LL	P.C.S.	Business hours 9.30am-5pm Mon-Fri Tel/Fax 0843 80830
INTERNATIONAL	INTERNATIONAL	T21 - 44 942 840820
AMIGA B2000	ATARI LYNX	AMSTRAD
SEGA	AMIGA A500	COMMODORE 64
ATARI	NINTENDO	
SUPPLIERS OF:-		
AMIGA A500 'POWERPACK' CONTAINS 0.5 MB UPGRADE EXTERNAL DRIVE MOUSE MAT DUSTCOVER AND 10 BLANK DISKS		
0.5 MB UPGRADE £33.00 0.5 MB UPGRADE C/S £38.00 1.5 MB UPGRADE C/S (special offer) £99.99		
3 1/4" (10 capacity box) 'Simplex' £0.95 each 3 1/4" (10 capacity box) see through 'Vision 107' £1.00 each 3 1/4" (40 capacity box) lockable disk storage box £3.90 each 3 1/2" (50 capacity box) lockable disk storage box £3.50 each 3 1/2" (80 capacity box) lockable disk storage box £4.30 each 3 1/2" (100 cap. box) lockable disk storage box £4.95 each 3 1/2" (120 cap. box) lockable disk storage box £5.50 each 3 1/4" POSSO® stackable box (holds 150) £15.95 3 1/4" BANK® stackable box (holds 90) £9.95		
PD NOW AVAILABLE £125 PD AND PRODUCT CATALOGUE NOW AVAILABLE ON DISK £1.00 (The £1 will be refunded from your first order. PLEASE STATE WHICH DISK ON ORDERING		
Please make cheques payable to "P.C.S."		
MOVING SOON TO UNIT 6 JACKSONS COURT, WIGAN		
SEE NEXT MONTHS AD FOR MORE DETAILS ALSO NEXT MONTHS COMPETITION RESULTS		
AMIGA A3000 COMMODORE 64GS		

A TOP QUALITY 400 DPI HANDY SCANNER FOR THE AMIGA AT A TRULY UNBEATABLE PRICE!!



NEW VERSION III SDFWARE

**SCANNING COULDN'T BE
SIMPLER...**

NEW FEATURES... 167 Buffer have 1000 x 1024 pixels, dual buffer and scan stitching for 1 Meg users, view buffer and NEW interface version of software. Full keyboard control of most functions. Includes hard disk transfer to run under Workbench.

- Unmatched range of edit/capture facilities and keyboard control simply not offered by other scanners at this unbeatable price.
- An easy to handle Handy Scanner featuring 105 mm scanning width and 400 dpi resolution enables you to scan graphics and text into your Amiga
- Adjustable switches for brightness/contrast levels
- Powerful partner for DTP that allows for cut and paste editing of images etc
- GeniScan gives you the ability to easily scan images, text and graphics and even offers 300Dpi Dual Scan Mode
- Save images in suitable format for most leading packages including PHOTON PAINT, DELUXE PAINT, etc.

**ONLY
£169.99
COMPLETE
HARDWARE/SOFTWARE**



- Package includes GS4500 scanner interface Power Pack and Scan Edit III software

**GeniScan™
GS 4500
COMES WITH
FREE
PHOTON PAINT**

- Comes complete with Photon Paint Illustration Software.
- Huge range of features
- Top selling graphics package

... NOW A TRUE OPTICAL MOUSE! FOR THE AMIGA

**● YES A FULL FEATURE OPTICAL MOUSE FOR YOUR
AMIGA - THAT MEANS NO MOVING PARTS!**

- Incorporating full optical tracking and counting - no ball so no problems with clogging, slipping, etc.
- High count output for very fine movement.
- Two billion microswitch action
- Direct replacement for all Amigas
- Comes complete with special Optical Pad*
- Superbly styled super smooth shape

- Molded to fit the hand perfectly ergonomic design
- Comes complete with moulded 9 pin connector
- Supplied with FREE mouse holder
- No more to buy!

COMPLETE ONLY £39.99

HOW TO GET YOUR ORDER FAST...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL DESPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS NOT WEEKS
ORDERS NORMALLY DESPATCHED WITHIN 48 Hrs. ALL PRICES INCLUDE V.A.T. UK ORDERS POST FREE EUROPE ADD £1 OVERSEAS ADD £3. PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CARRIERS WELCOME. *Please reserve £1000 by telephone prior to visit. ALL CHEQUES/POSTAL ORDERS MADE PAYABLE TO:

DATTEL ELECTRONICS LTD.,

OOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

DATTEL ELECTRONICS



AMIGA PRO SAMPLER STUDIO II + OATEL JAMMER

STEREO SAMPLING

- A top quality stereo sampling system at a realistic price
- The NEW Sampler II software has been completely re-written in 100% Machine Code and incorporates faster routines, bigger displays and a host of new editing features such as Cut, Copy, Insert, Replace, Mix, Erase, etc.
- Separate zoom windows and controls for left and right channels
- Multi-bank facilities for 1 Meg users
- Stereo lock control for ease of use
- Adjustable trig record level and sound monitor
- Separate buffer for editing waveforms and improved wave-edit with instant update
- Save files in Raw or single, multi octave (PT) format
- Envelope control panel for ramping up and down re-scale amplitude, noise filter and scan waveform.
- On screen display of filenames, sample rate, length, etc
- Inputs for microphone or line 1/4" jack and DIN connections

ONLY £79.99 PLEASE STATE A500/1000/2000

NEW OWER RICE

CUMANA CAX 354 3.5" DISK DRIVE



- Legendary Cumana quality now at an even lower price!
- Throughput allows delay-chaining other drives.
- A full 1 meg unformatted capacity (880K formatted)
- Good length cable provided for convenient positioning on your desk etc.
- High precision head positioning
- On/Off switch.
- Extremely quiet click free operation



**NEW LOW PRICE
ONLY £69.99**

**IF NEXT DAY COURIER DELIVERY IS
REQUIRED THEN PLEASE ADD £5**



512K RAM EXTENSION CARD

- If you can obtain your own Ram chips, we can supply the card
- Accepts 16 x 41256 D Rams.
- Available with/without clock option.
- Switch disable feature.

**NOW ONLY £17.99
NOW ONLY £24.99**

FOR VERSION WITH CLOCK/CALENDAR
N.B. THESE PRICES DO NOT INCLUDE RAM
CHIPS.

REPLACEMENT MOUSE



**NEW
LOWER
PRICE**

- High quality direct replacement for mouse on all Amigas
- Teflon glides for smoother movement.
- Rubber coated ball for minimum slip
- Optical system counting 500/mm.

Special offer - FREE Mouse Mat + Mouse
Housing (worth £7.99)

NOW ONLY £24.99 COMPLETE

MIDI MASTER



**NEW
LOWER
PRICE**

- Full Midi Interface for A500/1000/2000 (please state model)
- Midi In - 3 x Midi Out plus Midi Thru
- Compatible with all leading Midi packages
- Fully Opto isolated

**NOW ONLY £29.99
INC. 2 FREE MIDI CABLES**

BOOT BLOCKER



- NOW YOU CAN END YOUR VIRUS PROBLEMS!
- Protects both internal and all external drives from virus damage
- Switch to enable/disable protection.
- Works to with all known Boot Block Viruses

ONLY £14.99

MICROMIDI



- Fully compatible Midi Interface for A500/2000
- Midi In - Midi Out - Midi Thru.
- Fully Opto isolated

NOW ONLY £19.99

HOW TO GET YOUR ORDER FAST...

TELEPHONE (24 Hrs) - 0782 744707 - CREDIT CARD ORDERS

WE WILL REPAIR YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.
ORDERS NORMALLY DESPATCHED WITHIN 48 HRS. UK ORDERS POST FREE (EUROPE ADD £10 OVERSEAS ADD £15). PRICES AND SPECIFICATIONS CORRECT AT TIME OF PRESS AND SUBJECT TO CHANGE WITHOUT NOTICE. CASH/USDS WELCOME. Please specify needs by telephone prior to visit. ALL CREDIT/POSTAL ORDERS MADE PAYABLE TO...

DATTEL ELECTRONICS LTD.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
TELEPHONE SALES ONLY 0782 744707 FAX 0782 744292 TECHNICAL/CUSTOMER SERVICE 0782 744324

A NEW WORLD OF POWER

THE ANSWER
TO YOUR
DISK
DUPLICATION
PROBLEM

FOR ONLY

£34.99*
*PC VERSION £69.00

AVAILABLE FOR

- AMIGA
- ST
- PC COMPATIBLES

THE

SYNCR EXPRESS II

IS HERE!

- SYNCR EXPRESS IS A HIGH SPEED DISK DUPLICATION SYSTEM THAT WILL PRODUCE COPIES OF YOUR DISK IN AROUND 50 SECONDS!!
- Syncro Express requires a second drive & works by controlling it as a slave device & ignoring the computer disk drive controller chip whereby high speeds & great data accuracy are achieved.
- Menu driven selection for Start Track/End Track - up to 80 tracks. 1 side, 2 sides.
- Very simple to use, requires no user knowledge.
- Also duplicates other formats such as IBM, MAC etc.
- Ideal for clubs, user groups or just for your own disks.
- No more waiting around for your disks to copy.
- Probably the only duplication system you will ever need!

THE LATEST CUSTOM LSI CHIP TECHNOLOGY

By using an on-board Custom LSI Chip, Syncro Express has the power to transfer an MFM image of the original disk directly to your blank disk - quickly, simply and without any user knowledge. One external disk drive* is required for AMIGA/ST.



SYNCR EXPRESS IS AVAILABLE FOR THE ST/AMIGA/PC SYSTEMS - PLEASE STATE WHICH REQUIRED WHEN ORDERING

WARNING 1988 COPYRIGHT ACT WARNING

Datal Electronics Ltd. neither condones nor authorizes the use of its products for the reproduction of copyright material.
The technical facilities of this product are designed to reproduce only reflective such as Public Domain material. The users own programs or software of any description or make duplicate has been clearly given. It is illegal to make copies, even for your own use, of copyright material without the express permission of the copyright owner or the Science Bureau.

***If you don't have a second drive we can supply
SYNCR EXPRESS together with a drive for**

ONLY £104.99 (AMIGA)

ONLY £119.99 (ST)

HOW TO GET YOUR SYNCR EXPRESS II
TELEPHONE (24 Hrs) 0782 744707 - CREDIT CARD ORDERS

WE WILL DISPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO START RECEIVING THE BENEFITS OF YOUR PURCHASE WITHIN DAYS, NOT WEEKS.
ORDERS PROMPTLY DESPATCHED WITHIN 48 HOURS OF RECEIVING ORDERS MADE PAYABLE TO:

DATAL ELECTRONICS LTD.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND

TECHNICAL/CUSTOMER SERVICE 0782 744707



THE WORLD'S MOST POWERFUL NOW EVEN



**AMIGA ACTION REPLAY SIMPLY PLUGS INTO THE
EXPANSION PORT OF YOUR AMIGA AND GIVES YOU THE
POWER TO FREEZE MOST ANY PROGRAM**

JUST LOOK AT THE UNMATCHED RANGE OF FEATURES

● SAVE THE ENTIRE PROGRAM IN MEMORY TO DISK

Special compacting techniques enable up to 3 programs to fit on one disk. Now saves directly to disk as Amiga Dos .rotunda independently of the cartridge - even transfer to hard drive! Works with up to 2 Mega of Nino - even 1 Meg Chip Mem (Foster Agnus).

● **UNIQUE INFINITE LIFE/TRAIEN MODE - NOW MORE POWERFUL**
Allows you to generate more and even infinite lives, fuel, omnia, etc. Perfect as a trainer mode to get you past that 'impossible' level. Very easy to use.

● IMPROVED SPRITE EDITOR

The full Sprite Editor allows you to view/modify the whole sprite set including any 'attached' sprites. **RANGE OF IMPROVED FEATURES.**

● VIRUS DETECTION

Comprehensive virus detection and removal features to protect your software investment. Works with all presently known viruses.

● SAVE PICTURES AND MUSIC TO DISK

Pictures and sound samples can be saved to disk. Files are saved directly IFF format suitable for use with all the major graphic and music packages. Samples are displayed on screen waveform.

● SLOW MOTION MODE

Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!

● RESTART THE PROGRAM

Simply press a key and the program will continue where you left off.

● FULL STATUS REPORTING

At the press of a key you can view the Machine Status, including Fast Ram, Chip Mem, RamDisk, Drive Status, etc.

● POWERFUL PICTURE EDITOR

Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status 'overlay' shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!

● MUSIC SOUND TRACKER

With Sound Tracker you can find the complete music in programs, screens, etc., and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!

WARNING! 1988 COPYRIGHT ACT WARNING

Enter Electronics Ltd. neither endorses or authorizes the use of the products for the reproduction of copyright material.

The backup facilities of this product are designed to reproduce only software such as Public Domain material the users own programs or software where permission to make backups has been clearly given (as signs to make copies even for your own use of Copyright material without the clear permission of the copyright owner, is the license holder).

UL FREEZER-UTILITY CARTRIDGE N BETTER!!



STILL ONLY
£59.99

POST FREE
FOR THE AS00/1000

A2000 VERSION
AVAILABLE
£69.99

PLEASE STATE WHICH COMPUTER
YOU HAVE WHEN ORDERING

THE NEW **MK II** VERSION IS HERE!!

NOW WITH A MASSIVE 128K OPERATING SYSTEM IN ROM OFFERING
EVEN MORE COMMANDS...

• AUTOFIRE MANAGER

From the Action Replay II preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!

• DISCOODER

With the new 'Discooder' option you can now 'log' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged' disks will only reload when you enter the code. Very useful for security.

• PREFERENCES

Action Replay II now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.

• DISK MONITOR

Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.

• DOS COMMANDS

Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.

• DISK COPY

Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.

• BOOT SELECTOR

Either DFB or DFI can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

PLUS A MACHINE CODE FREEZER MONITOR WITH EVEN MORE POWER!!

MORE FEATURES INCLUDING 80 COLUMN DISPLAY AND 2 WAY SCROLLING.

- Full M68000 Assembler/Disassembler
- Full screen editor
- Load/Save block
- Write String to memory
- Jump to specific address
- Show Ram as text
- Show frozen picture
- Play resident sample
- Show and edit all CPU registers and flag
- Calculator
- Help command
- Full search feature
- Unique Custom Chip Editor allows you to see and modify all chip registers - even write only registers!
- Notepad
- Disk handling - show actual track, Disk Sync. pattern etc.
- Dynamic Breakpoint handling
- Show memory as HEX, ASCII, Assembler, Decimal
- Copper Assembler/Disassembler - now with suffix names

REMEMBER AT ALL TIMES YOU ARE INTERRUPTING THE PROGRAM IN IT'S

"FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT

• INVALUABLE FOR DE-BUGGIN'!

OR JUST THE INQUISITIVE!

NOW TO GET YOUR ACTION REPLAY II FAST...

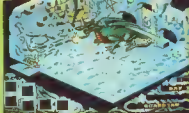
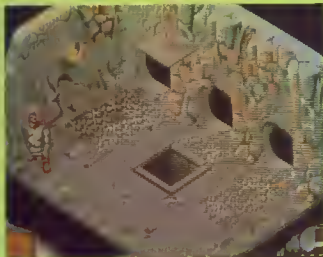
TELEPHONE (24 Hrs) - **0782 744707** - CREDIT CARD ORDERS

WE WILL DISPATCH YOUR ORDER QUICKLY & EFFICIENTLY TO ENABLE YOU TO TAKE ADVANTAGE OF PROMOTIONS & SPECIAL OFFERS. YOURS NORMALLY EXPEDITED WITHIN 48 HRS. ALL PRICES INCLUDE V.A.T. THE SHIPMENT OF YOURS MADE PAYABLE TO YOU.

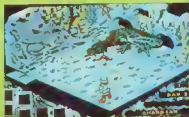
DATTEL ELECTRONICS LTD.

GOVAN ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT, ST4 2RS, ENGLAND
TECHNICAL/CUSTOMER SERVICE 0782 744324





The only way to destroy the dragon is with the massacre spell, obtained by dropping the Cerulean urn on his altar.



You've defeated the dragon. Only one more room stands between you and level two. Enter it and flip the lever.

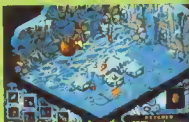
CADAVER

Even the first level of Cadaver is tough enough to thwart the hardened adventurer. But lo', Mirrorsoft arrive in shining armour to help ye out of a tight spot.

The caves that lie beneath the castle contain several distinct areas: the mines, the mortuary, the gaoi, the crypts, the chapel and the King's tomb. A secret opening onto the marsh has allowed Karadoc to gain access unobserved.

Karadoc starts in the old mine workings and is seeking the route up to the next level of the castle. Follow this step by step guide and all you'll have to worry about is taking care of the nasties

- 1 First room: collect the pickaxe, coin and diary, exit via north door.
- 2 Pull lever (unlocks north door), exit via north door.
- 3 Collect sack of stones (weapon), exit west.
- 4 Kill creature: collect charm, exit south.
- 5 Collect rune stone: kill spider, exit north.
- 6 Exit north, then exit north again.
- 7 Move sacks to reveal concealed green gem: collect the gem, kill the worm and leave through the south door.
- 8 Exit east, go east again and enter the main chamber.
- 9 Collect the rope: kill the worm, exit east and go east.
- 10 Collect the key and return to the start room.
- 11 From the start room exit east: pull the lever (unlocks main chamber south door).
- 12 Return to the main chamber: kill/avoid the worm, exit south.
- 13 Throw pickaxe at the wall until it's low enough to jump, then exit south.
- 14 Search skeleton for the clue book then exit south.
- 15 The buttons unlock the door to the dragon room, the combination is 1-4-3-2 but there's no point confronting the beastie because you haven't got the power to destroy it.
- 16 Go to point A on the map, go north then exit west into the wall.
- 17 Take the key from under the bones, avoiding the sea monster, then go east.
- 18 Go west into the store: open five chest, collect the coin, chicken and bread, go west then north to the gaoi.
- 19 Get the coin from the table and use the key in the keyhole on the west wall, go north into the first cell, then south and kill the monster. Go to cell two and give the man any food you have. This will provide clues. Exit south.
- 20 Go east to cell three, then exit again.
- 21 Enter cell four: collect the key and go west.
- 22 Go back to point A: exit east.



Unlock the cells then enter the second one: give any food you have to the man hanging on the wall.

- 23 Collect the green gem and press the button in the wall to raise the pit cover in the Cadaver store. Read the book which details the clue about the gems and the pit. Then go north.
- 24 Drop the rope down the hole, then fall into the pit.
- 25 Open the rat to reveal the key for the east door. Collect the other key on the floor, open the chest, get the urn and go east.
- 26 Go east and collect all the gems. Return to the pit room.
- 27 You now have six gems, throw them all into the

pool. You'll be teleported to point B.

28 Exit east and enter the embalming room.

29 Search the skeleton and collect the key. Touching the corpse will release a monster. Exit north to the balm store.

30 There are several potions on a stone ledge. Cure poison, shot shield, stamina and poison (acid). Consume and collect any of these. The key on the floor is for the keyhole in the west wall. It reveals three spiders, but is not necessary. Return to the embalming room and go east to the purifactory.

31 Collect the leam potion and giant jump potion (frogskin), return to the embalming room.

32 The ofal stone (southern) contains nothing of great value.

33 Return to the corridor with the row of buttons (www).

34 From the corridor with the row of buttons exit south and kill the hopping brain with the stones. Insert the key into the keyhole and exit south.

35 Exit west and go west again to the mourning room. Kill the hopping brain (it should be easy as it's asleep). Collect the holy water flask and the charm. Exit south.

36 Kill the brain, collect the key, go west. Do not collect the crown as it's a lake.

37 Exit north to the Royal armoury. Collect the bronze armour, sword, red striped shield and bronze helmet (this was the King's personal armour). Exit south and go west to the ante room.

38 Press the button on the wall. This will transport you to the King's secret treasury. Collect the crown, coins and charm. When you're finished pull the lever.

39 You will now be back in the ante room. Go

south, open the chest and collect the meat and coin.

40 Return to the mourning room and go east to the passage, go east again then south. You should now find yourself in the first room of the chapel. Two bugs will be wandering about. These bite if you touch them and they spit shots too. Kill/avoid the bugs and put out the flames in the bowls by jumping on them. This unlocks the east door. Go through into the 'Way of Death'.

41 Exit east and go east again to the common crypt. Collect the key on the altar (revealed when the urn smashes). Push the four stones off the altar to reveal a cure potion. Collect the potion and push the two remaining urns off the altar to reveal a dispel trap spell and a canister of experience (open it for experience). Go east to the shrine.

42 Collect the money and the other bag of stones. Return to the common crypt.

43 Exit south into the gluttons' shrine, throw/drop the point of meat onto the shrine to be rewarded with a super fast potion. Collect the potion and return to the common crypt. Go west to the passage.

44 Exit north to the lesser crypt. Under the heap of stones is a rune stone (spell). Exit south and go north again to enter the priest's crypt. Search the large urn to reveal a charm and a worm. Collect the charm. Go south twice to the Warrior's crypt. 45 Drop the gold funerary can onto the tomb of Kazeh. Collect the potion and exit north.

46 Exit west, go south and collect the key. Go north twice to the Lord's Crypt. Go north and cast a dispel trap spell on the chest, open it and collect the charm and the urn.

47 Return to the first room of the chapel, and go

south. Kill or avoid the bug. Drop the urn of Lord Cerulus onto his altar, collect the spell and go south.

48 From the inner sanctum go west to the crematorium. Place the urn of Ragnar. The chief alchemist, on the appropriate slab, collect the flask of blood and return to the inner sanctum.

49 Drop the flask of blood on the high altar. Collect the key and the spell (read magic), use the key in the keyhole in the west wall then go west.

50 Cast dispel trap onto the chest, open the chest and collect the rune stone (read language). Exit north to the library, collect the spell (trap), return to the inner sanctum.

51 Drop the unknown spell that you found earlier and cast read magic on it. This will allow you to use it to kill the dragon. Go south then west to the pun factory.

52 Drop the flask of holy water into the bowl, drink from it. This will teleport you into a hidden treasure chamber. Pull the lever and collect the reward. Pull the lever again and this will return you to the room adjacent to the purifactory. Repeat for as many times as you have holy water.

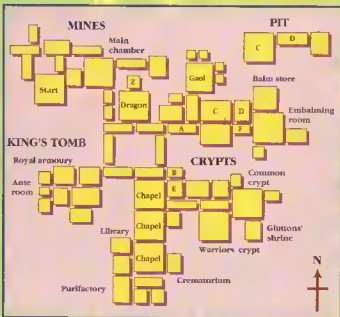
53 Having got the massacre spell, the fire shield potion and the king's crown you are fully equipped to face the dragon. Return to the passage with the four buttons. If you have not yet pressed them switch in this order: 1-4-3-2. Go west then north to the Dragon room.

54 Drink the fire shield potion to protect you from the fireballs. Hold the massacre spell then press fire to blow the dragon up. Press the button on the wall, exit north and pull the lever. This will take you to level two.

Well that's the full solution to level 1. Two or three little bonuses have been deliberately omitted, though they can be gained through various actions. Find them out for yourself!

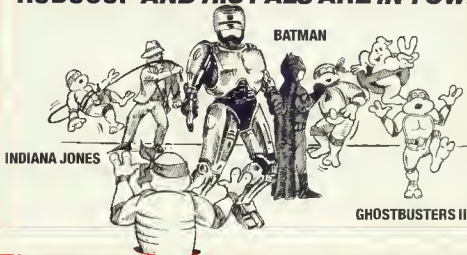


And now it's time for things to get tough... Level 2 makes the previous stage seem like a picnic. For a start, each and every inessential object is jettisoned - and all of your spell items are changed from scrolls to wands.



Progress through the level room by room, otherwise you might miss an important object.

MOVE OVER TURTLES - ROBOCOP AND HIS PALS ARE IN TOWN



AMIGA SCREENS GEMS PACK

featuring **ROBOCOP** and friends

Just look what you get!!!

- ★ Amiga as in standard pack
- ★ Days of Thunder
- ★ Shadow of the Beast II
- ★ Back to the Future II
- ★ Nightbreed
- ★ Deluxe Paint 2

- PLUS exclusive to Dowling*
- ★ Robocop
 - ★ Batman the Movie
 - ★ Ghostbusters II
 - ★ Indiana Jones and the Last Crusade

All for the incredible price of **£369.95**

THE ALL NEW ULTIMATE GAMES PACK

Take the screen gems pack featuring **Robocop** etc and add the following:

- EXCLUSIVE** Dowling Mega Ten Game Pack comprising
RVF Honda, Dastardism, Dungeon Quest, E-Storm
Grand Master Slam, Kid Gloves, Powerplay, Shufflepack Cafe
Microprose Soccer, Tower of Babel
Total RRP of games over £229

- Plus ★ Megablaster Joystick ★ High quality Mousepad
★ Dustcover

All for the unbeatable price of **£399.95**

COMMODORE 1084S OR PHILIPS 8833 MKII

- ★ Stereo Colour Monitor
- ★ Can be used as a TV with tuner
- ★ Includes Amiga cables

RRP OUR PRICE **£249.95**

MUSIC x SCOOP

- Music x Junior £79.95 £34.95
Music x 13 £149.95 £59.95
4 Port Midi Interface £29.95 £14.95

**HURRY!!!
STOCKS LIMITED!!!**

AMIGA 'FIRST STEPS' EDUCATION PACK

- ★ Amiga as in Standard Pack
- ★ A501 0.5Mb upgrade
- ★ Pro-write 2.5
- ★ Deluxe Paint II
- ★ Deluxe Print II
- ★ Intofile
- ★ Music Mouse
- ★ Amiga Logo
- ★ Talking Turtles
- ★ Lets Spell at Home
- ★ BBC Emulator
- ★ Ten CBM Disks

All this for just **£529.95**

3 1/2" HIGH QUALITY DISKS

- Box of 50 £19.95
Box of 100 £37.95
Box of 250 £79.95
Roll of 1000 labels £5.99

- ★ 100% Certified ★ Individually wrapped
★ 'Made in Japan' Media ★ Fully Guaranteed

DOWLING

COMPUTERS

UNITS 48-50 TYNE ROAD, SANDY, BEDS, SG19 1SA

THE STAR COMPUTER PRINTERS

PRINTERS

- Star LC10 Mono 144/36 C/P
- Star LC10 II 25% Faster version
- Star LC10 Colour, 7 colours
- Star LC24-10 24 pin instantfont
- Star LC24-15 Wide Carriage version of LC24-10
- Star FR10 300/76 cps 31K buffer, 16 NQ fonts
- Star FR15 Wide Carriage version of FR10
- Star X324-10 professional 24 pin series 27K buffer
- Star X324-15 Wide Carriage version of the above with 41K buffer
- Star L502 LASER PRINTER 1Mb Ram 300 x 300 dpi
- Star L510 (Sheet Feeder) (auto)
- Star LC10 Mono Ribbons
- Star LC10 Colour Ribbons
- Star LC10 Quality Dist. Cover
- * 12 months on site maintenance



Being Star registered dealers we only sell official UK machines which come with a full 1 year guarantee. Beware of inferior imported products.

RRP	OUR PRICE
£229.95	£149.95
£263.35	£169.95
£287.85	£199.95
£343.85	£229.95
£373.45	£389.95
£327.85	£359.95
£389.95	£459.95
£369.45	£439.95
£272.35	£199.95
£74.75	£59.95
£35.95	£35.95
£7.95	£5.95
£7.45	£5.95

THE NEW 200 SERIES FROM THE STAR COMPUTER PRINTERS

LC-200 FACT FILE

- Multi purpose 1 pin 8C colour dot matrix printer with ribbon
- Black and colour Ribbons included
- Electronic chip addresses data LC24-10
- LC can draft with 100 cps New 100K buffer
- High speed 1 pin 8C 300 cps 31K
- General purpose push or pull matrix
- Buffer feed
- Accurate paper parking with sheet sensor mechanism
- The economy of 1 pin and low line spacing
- 76 Type 1 buffer expandable to 39 4 dots
- 11 1/2 Carriage (Art in electronic format)
- Multi-task mode to 1 - 4 copies

RRP £297.85 OUR PRICE £199.95

LC-24-200 COLOUR FACT FILE

- Variable 24 pin 8C colour dot matrix printer
- 700 cps in draft or 300 cps in Letter Quality mode
- LC 24-200 LC 24-10
- A high speed and flexibility of 300 cps 31K
- General purpose push or pull matrix
- Buffer feed
- Accurate paper parking with sheet sensor mechanism
- The economy of 1 pin and low line spacing
- 76 Type 1 buffer expandable to 39 4 dots
- 11 1/2 Carriage (Art in electronic format)
- Multi-task mode to 1 - 4 copies

RRP £386.95 OUR PRICE £239.95

LC-24-200 COLOUR FACT FILE

- Multi purpose colour version of the LC 24-200 LC-24-200
- Black colour printing - 1000, purple, orange, green, blue, blue
- 3C 1/2 pin buffer expandable to 39 4 dots
- 10 resolution Letter Quality mode
- General 2 pin 8C 300 cps 31K
- Electronic chip addresses data LC24-10
- LC can draft with 100 cps New 100K buffer
- High speed 1 pin 8C 300 cps 31K
- General purpose push or pull matrix
- Buffer feed
- Accurate paper parking with sheet sensor mechanism
- The economy of 1 pin and low line spacing
- 76 Type 1 buffer expandable to 39 4 dots
- 11 1/2 Carriage (Art in electronic format)
- Multi-task mode to 1 - 4 copies

RRP £426.95 OUR PRICE £275.95

CUMANA CAX 354 DISK DRIVE 'SCOOP'

RRP £89.95
SCOOP PRICE

£59.95

- ★ LATEST SLIMLINE DESIGN
- ★ HIGH SPEED ACCESS
- ★ ACKNOWLEDGE AS THE 'BEST'

1/2 MEG UPGRADE BOARD

£29.95

- ★ USES LATEST 4 CHIP DESIGN
- ★ MEMORY ON/OFF SWITCH
- ★ OPTION OF BATTERY BACKED CLOCK
- ★ FULL 12 MONTH GUARANTEE
- ★ NEW SUPER LOW PRICE

CLOCK VERSION

£34.95

CBM A590 HARD DRIVE

NEW SUPER
LOW PRICE

£269.95

- ★ OFFICIAL COMMODORE DRIVE
- ★ SOCKETS FOR 2Mb RAM
- ★ COMPLETE WITH PSU



DOWLING



HOW TO ORDER



BY PHONE

Simply call our head office quoting your Access/Visa number on
(0767) 681760
(8 LINES)



BY POST

Make cheques, building society drafts or postal orders payable to

Dowling Computers



DELIVERY (UK Mainland road only)

Orders over £100, add £2 p/p for orders under

★★★★★★★★★★★★★★★★

GOLD CLUB SERVICE

- ★ 7 day money back guarantee if not completely satisfied
- ★ 30 day exchange for new policy should a fault occur
- ★ 1 year guarantee giving FREE collection and delivery service should a fault occur
- ★ Exclusive gold card with personal membership number entitling you to special offers
- ★ All this for a nominal £10 per item over £100

PRICE PLEDGE

We know the majority of you prefer to buy from us but are sometimes tempted by smaller companies offering a £1 or so price difference. This is why we have now

introduced our

"PRICE PLEDGE"

"WE WILL MATCH ANY PRICE OFFERED ELSEWHERE ON A SAME PRODUCT BASIS"

* Subject to stock

WHY CHOOSE DOWLING?

- ★ ESTABLISHED OVER 4 YEARS
With a growing reputation for "putting the customer first" We intend to satisfy many more customers for years to come
- ★ TECHNICAL SUPPORT/ON-SITE ENGINEERS
Employing over 20 specialist staff, we are equipped to deal with the majority of queries
- ★ FULL TESTING PROCEDURE
All computer hardware is tested prior to despatch, proving Dowling's commitment to customer care

So choose Dowling and put our reputation to the test!

TELESALES ORDER LINE 0767 681760 (8 lines)

VOODOO NIGHTMARE



Bloots Barker has had a bad day. Stranded in the heart of darkest Congo, he is bound on all sides by wild animals, natives, jungle gods and the malevolent Witch Doctor. Perhaps things will improve when night falls?

This huge isometric 3D arcade adventure contains some of the most cute and colourful graphics you will ever see. Instantly Playable with simple controls, the game will take you months to complete.

Explore the five underground temples, battle through a vast expanse of jungle, buy exotic items at the native shops, gamble your priors away at the casino, embark on secret missions and that's not even mentioning the legendary Part II.

Voodoo Nightmare: It's a jungle out there!

"Voodoo Nightmare is huge, it will keep you occupied for ages. Well worth the money." "Superb... check it out!"

Amiga Action. AA awarded

"Its enormous." "Really addictive... you'll find yourself playing it weekend after weekend until you've finished." C & VG. C & VG Hit

"Exquisite graphics... a plethora of thoughtful touches." "Voodoo Nightmare is a cracker!" The One

"Spellbinding graphics will entrance all gamers for ages." CU Amiga. Screenstar

ATARI ST

PALACE

AMIGA

VIDEO VIEW

Here it is. With the best releases, it's CU's very own video review column. Pull up a seat and grab the remote — it's video time with Jane Garner. . .

GHOSTBUSTERS & GHOSTBUSTERS 2

RCA/COLUMBIA
FOR SALE NOW ON ONE TAPE AT £14.99

Plotline: There's something strange in the neighbourhood

Gimmick: Slime Time!

Highlight: Bill Murray

RCA have released a blockbuster collection of the first two Ghostbuster movies on one tape. The original film has been available for some time, but the sequel isn't due for release for several months and the two together make a great addition to anyone's video collection.

It was way back in 1984 that we all found ourselves whistling the irritating Ray Parker Jr theme tune and everyone was asking 'who you gonna call?' Although it wasn't the first movie to mix chills and chuckles, Ghostbusters was one of the

best, thanks largely to an enormous budget of \$32 million and the talents of Bill Murray and Dan Ackroyd. Teaming up with Harold Ramis to dispose of a ghost in the university library, the lads get involved in ghostly hijinks and slapstick humour in a first rate comedy. Before long the beautiful Sigourney Weaver is on the scene and, when possessed by a canine spirit, Murray gets the opportunity to use one of several classic lines 'Okay, so she's a dog!'

Eventually the whole city is threatened by a giant Marshmallow Man with only the



Ghostbusters able to save the day

The sequel, set a few months after the battle royale, sees the team being sued over the damage they caused by destroying the Stay-Puft Marshmallow monster. Enter Sigourney with her baby son who's having problems with the spirit world and in no time at all our heroes are back in action fighting a river of slime under the city.

Slime time viewing at its best.

★★★★

A NIGHTMARE ON ELM STREET 5: THE DREAM CHILD

CBS FOX TO RENT FROM 27th November

Plotline: Freddy kills teen-brats

Highlight: Nail-biting finale

Gimmick: Baby Fred

Such a long running series becomes a reviewer's nightmare (see Elm Street or anywhere else) because all the ones are well worn. The plotline, too, trends a familiar path, although the introduction of his mother, Sister Amanda, is a nice touch. Fans will remember Freddy's origins as the bastard son of a hundred marriages after his mother was assaulted in an asylum. In a disturbing special effects sequence we witness Freddy's birth through Sister Amanda's bundle of joy looking suspiciously like a muppet!

After he's managed to destroy Mr Kruger only to find that she's still seeing him, only not in her sleep. This time he's a waking nightmare. Most of the local kids don't believe her and think she's a few blades short of a haircut. They soon start seeing things differently when one by one they start to meet grisly deaths. The various American girls are dispatched in ways imaginative enough to hold the viewer's interest, but the Nightmare series is running out of nail-biting action and heading the way of the Friday 13th line of mindless sleazebag and hack movies. Let's hope Freddy hangs his gloves up soon. ★★



THE BLOB

BRAVEWORLD
ON SALE NOW AT £9.99

Plotline: Giant blamcanga gals it's just deserts

Highlight: Getting Blobbed

Gimmick: Guesseome SFX

No, it's not the 1958 B-movie 'shocker' that 'terrified' audiences and was a box office sensation. Sadly, it's the 1988 remake directed by Chuck Russell, famous for his work on

Nightmare on Elm Street 3. With a budget several times the total profits of the original, this movie was pecked with all the FX tinkery money could buy.

This time around, the Blob is born from a genetic experiment gone wrong. The gore line giant blamcanga leaves behind in its path rates highly on the CU barometer! Check out the girl who gets her face sucked off and the tramp who gets cut in half



VIDEOVIEW

Despite the thirty years which separate them, both films share the same story of small town ravaged by an out of control gluthorous mass. Blobby brilliant ***



A.W.O.L.

GUILD HOME VIDEO

TO RENT FROM 3rd December

Plotline: Legionnaire seeks revenge

Gimmick: French style Karate

Highlight: Ringalade punch 'em up

As big Anne Schwarzenegger moves away from flexing his muscles and Stallone continues to lose popularity, so there's room for a new action man to make his mark. Currently heading the list of wanna bees are Jean Claude Van Damme and Dolph (Dark Angel) Lundgren.

A.W.O.L. is Van Damme's attempt to muscle in on the action end is the story of a French Legionnaire who does a runner to help out his murdered brother's wife and daughter. Although the plot is standard fare, the action is fast and furious and the sentiment kept to a minimum. Van Damme plays Lyon, a skilful boxer, who takes to the ring to support his brother's widow. In strictly non-legit thump 'em ups. Although in life he claims to be a highly sensitive and misunderstood individual, Jean Claude's forte definitely lies in inflicting the sort of damage on fellow fighters that would give them a heart attack.

Van Damme is quick to tell anyone who's interested that he wants to move into serious acting. Don't do Claude! Stick to quality rough-'em-up stuff like A.W.O.L. and you'll be better off. With cleverly choreographed and frighteningly realistic fight sequences this one's a real Damme Buster. ***

TWO EVIL EYES

MEDUSA

TO RENT FROM 12th DECEMBER

Plotline: Two hack 'n' slash gore fests
Gimmick: Argento and Romero double bill
Highlight: Freeze-dried talking corpse

American guru of gore, George Romero, and Italian horror wizard, Dario Argento, team off with two short films based on Edgar Allan Poe stories.

Romero's offering, The Case of Mr. Valdemar, is the tale of a young wife who attempts to kick her dying husband out of his torture. He dies while hypnotised and she and her lover store his body in a freezer but it soon becomes apparent he's in a limbo state. In no time at all he's up and about and, despite his wife's best efforts with a sawn-off shotgun, she is soon rather more dead than he ever was. Unfortunately, the FX are disappointing. Although quite graphic, the camera doesn't dwell on the gore for long so you've got to hit the pause button to enjoy the stomach-churning blood and guts to the full.

Argento's short, The Black Cat, features a woman who has her teeth extracted without the aid of an anaesthetic amongst other goodies and is definitely not one to watch alone! A crime photographer kills his wife's cat but, after a terrifying dream in which he's turned into a human kabab, it returns to haunt him. Taking a handy meat cleaver to both the cat and his wife the action doesn't stop there but again the effects are a disappointment. Both efforts leave you wondering if the two directors found themselves short of a few bob and just wanted to make a few fast bucks. **



GHOULIES 3: GHOULIES GO TO COLLEGE

VESTRON

TO RENT FROM 5th December

Plotline: Ghouls just wanna have fun

Gimmick: Lavatory humour

Highlight: Jake's ghoultend

The Ghoulties return in a campus move with a plot that literally comes out of the toilet. Like the first two Ghoulties movies, the three unsavoury slime-green characters are summoned from their resting place in a lavatory this time by a wacky old professor reading them a Ghoulties comicbook. Once out of the kloaz, the trio of slippery slimeballs set about causing murder and mayhem. Finding themselves in the middle of a campus competition between two rival

Frat mites fighting it out for the Pinking Crown of the university.

Predictably, the three ugly pussballs take things a little further than just tipping buckets of water over the heads of unsuspecting Principals. Rival competitors soon start to disappear down the infamous john and the fraternity houses get wrecked in line style.

This is low budget F-U-N brilliantly crafted by director John Carl Buechler and recommended Saturday night with a four-pick viewing. ***



WORTH WATCHING OUT FOR

WITCHES To rent from WARNER

CNITTERS 1 & 2 On sale from

RCA/COLUMBIA

THE ADVENTURES OF BARON

MUNCHAUSEN On sale from

RCA/COLUMBIA

GATE 2 To rent from MGM/UA

EWOKS On sale from MGM

RATINGS

★	POOR
★★	FAIR
★★★	GOOD
★★★★	EXCELLENT

Clive Barker's #NIGHTBREED

CABAL

THE ACTION GAME

THE



TAKING CONTROL OF BOONE AS HE MAKES HIS WAY THROUGH THE DETAILED AND CAVERNS OF ECTOPHYS TO

HAS

THE UNDERGROUND OF MIDIAN WHERE DWELL THE NIGHTBREED SUPERNATURAL CREATURES WHO HAVE SHIELDED THEMSELVES FROM



THE INHUMANITIES OF MAN. NOT ONLY MUST YOU CONFRONT AND DEFEAT THESE CREATURES BUT



NIGHTMARE

YOU MUST PIT YOURSELF AGAINST THE NIGHTBREED GANG FROM THE MIDDLE OF THE AROUND CITY AND MUST BEAT THE FURIOUS SERIAL KILLER AND HIS

THE MASK



BEGUN!

THIS ALL-ACTION ARCADE ADVENTURE. ALLOW BOONE TO SHOOT, PUNCH AND JUMP AS YOU EXPLORE THE TERRIFYING UNDERGROUND ENVIRONMENT OF THE NIGHTBREED.

THEY'RE COMING SOON!!!

AVAILABLE FOR COMMODORE SPECTRUM • AMSTRAD ATARI ST AND CBM AMIGA.

© 1989 MORGAN CRUIK PRODUCTIONS. ALL RIGHTS RESERVED. COPYRIGHT © CLIVE BARKER 1988.

ocean

ONLY STOCK
ENIGMA UK
PRODUCTS!!!



NOW OPEN
SAT & SUN
TOO!!!

Choices to Keep you Spellbound at Truly Wizard Prices!



WE'VE
REPLACED
OUR
REPUTATION
FOR
VALUE

AMIGA A500 SCREENGEMS PACK



BIG GREEN TRACTORS HAS BROUGHT TO
YOUR AMIGA A500 TWO GREAT SCREEN ACTION!

2. COMPLETE WITH FIVE
GREAT SOFTWARE TITLES
Back to the Future II, Back II,
and of Thunder, Highway
& Top Gun. Each Disk is Part II

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

AMIGA A500 FLIGHT OF FANTASY PACK



Amiga A500 with Modem, Mouse, 3 Meg Internal
Disk, 2 Meg, 512K RAM, All Connecting Leads,
Keyboard, 1.3, 40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk, a Speech Bank,
and a full set of manuals.

2. COMPLETE WITH FIVE
GREAT SOFTWARE TITLES
Back to the Future II, Back II,
and of Thunder, Highway
& Top Gun. Each Disk is Part II

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

AMIGA A500 BATMAN PACK



Two CAPED CRIMINALS BRATTLE IT OUT
WITH JOKER IN A TIGHTLY-EMBEDDED
ACTION

Amiga A500 with Modem, Mouse, 3 Meg Internal
Disk, 2 Meg, 512K RAM, All Connecting Leads,
Keyboard, 1.3, 40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk, a Speech Bank,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£365

WE SAY CHOICE...
and we mean it.

Add one or more of our **SORCERERS** PACKS to extend
your choice and SAVE EVEN MORE... Only from MERLIN!

(Only available when you buy an Amiga, our prices are individual prices)

SORCERERS PACK 1
Must Have
Amiga Disk II, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£16

SORCERERS PACK 2
10 GREAT GAMES
(With £21.50 Disk)
Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£25

SORCERERS PACK 3
TOP SOFTWARE TITLES
Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£38

SORCERERS PACK 4
THE ULTIMATE IN
AMIGA EXTRAS
Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

£38

FREE with EVERY Amiga
from MERLIN EXPRESS
you'll receive this:

HOLIDAY K
Amiga A500 with Modem, Mouse,
3 Meg Internal Disk, 2 Meg, 512K RAM,
All Connecting Leads, Keyboard, 1.3,
40Kb Cartridges, Soft to Speech Synthesizer,
Multi Tasking, Workbench 1.3 System Disk,
and a full set of manuals.

FREE

OVERLINES "FORGOTTEN SEVEN" SOFTWARE
SEVEN OF THE LATEST SOFTWARE RELEASES BROUGHT TO
YOU BY MERLIN EXPRESS AT A PRICE TO BENEFIT
YOU! (Only available when you buy an Amiga, our prices are individual prices)

BACK TRAC £19.95
TECHNICAL WEAPON HUNT TURTLES £19.95
GRANDSLAM £19.95
ROBOCOP £19.95
F-16 STEALTH FIGHTER £19.95
STRATFALL £19.95
INTERNATIONAL SOCCER CHALLENGE £19.95

PRINTERS

STAR LC 10 Mono £159
STAR LC 10 Colour £205
STAR LC 24/10 Mono £239

BARBOLAND NEW RANGE FROM STAR
FOR FULL IMPROVEMENT DETAILS!

STAR LC200 Colour £205
8 Pin Dot Matrix, 180/45Cps COI OUR
STAR LC24/200 Mono £255
24 Pin Dot Matrix, 200/60Cps MOI OUR
STAR LC24/200 Colour £289
24 Pin Dot Matrix, 200/60Cps COI OUR

Commodore 5.25 DISKETTES

DISK II TO £6.45 DISKETTES/PISTOL £4.95
DISK II TO £6.45 DISKETTES/PISTOL £4.95

MONITORS

PHILIPS CM6833 £249
14" Medium Res Colour, Two
speakers, Green screen, month
COMMODORE 1080S £259
PHILIPS AV7300 TV TUNER £39.95
Resolves TV programmes on your Commodore or Philips
Amiga. At this low price, why wait? STOCKS LAST!
FREE
PHONE NOW FOR DETAILS OF PHILIPS
NEW CM6833 17" ARTIST MONITORS!

AMIGA SUPER MONITORS

PHILIPS SUPER MONITOR 17" £120.00
PHILIPS AV7300 TV TUNER £39.95
PHILIPS 1017/10000 STANBY £14.95
QUALITY CABLES 200C CABLE £1.95

£289

**24 HOUR
0602 441442
HOTLINE**

ALL MERLIN'S PRICES INCLUDE V.A.T. AND POSTAGE (UK MAINLAND)

FROM 4th NOV OPEN SAT & SUN 10am to 4pm... THAT'S THE MAGIC OF MERLIN!

**MERLIN
EXPRESS LIMITED**

REPCENT 4th FLOOR UNIT 10 THE ROYAL CANAL INDUSTRIAL CENTRE
STATION ROAD WEST KINGTON DERBYSHIRE DE7 5HX
TELEPHONE 0532 441442 FAX 0532 442141

GRAPHICS DIY

You have your storyboard and your backdrops and you're raring to go. This month Bullfrog explains basic animation.

OK, so you've just bought a copy of *Deluxe Paint III* and you intend to enter the CU demo competition no problem! Most budding computer artists tend to give animation a wide berth. Good animation is what separates you from every other demo artist, so don't be put off! It is probably best to start on something incredibly simple so that you can get to grips with some of the features that *D-Paint* possesses. A classic starting point is to animate a

bouncing ball. Hopefully, you have mastered light source and shading so your ball graphic looks spherical as opposed to a flat circular object.

BOUNCING BALL

The first thing to do is to draw up a quick storyboard to show where the ball is going to bounce, as explained last issue. It needn't be anything special. Just bouncing between four points will do fine. Before we continue, let us

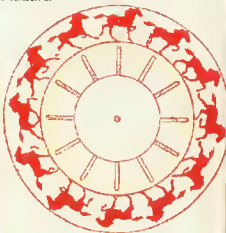
explain how animating on *D-Paint* works. As in the cartoon and movie industries, a moving picture effect is created by showing a sequence of still pictures very quickly, with each picture made slightly different to the last. By doing so at a fast enough rate, the human eye is fooled into thinking that it is seeing something physically moving. In effect, *Deluxe Paint III* is nothing more than a computerised flick book. The easiest way to demonstrate this is with the *D-Paint* manual itself. You'll notice in the bottom right corner of each spread is a picture of a little man on a unicycle with three balls in mid air. If you flick through the pages very quickly, from back to front, the pictures will link together to form a cartoon of

the guy juggling. Try it.

You see what we mean? Right, so to make your ball bounce around the screen, you'll have to make a series of pages (sometimes called 'cells') each with the ball in a slightly different position. The first thing you now have to do is to decide how many frames you are going to need. Go to the 'Anim' menu and move the cursor to Frames No. The computer will ask you for the number of frames you want. Don't worry about exact numbers yet, you can easily alter and tailor it later on.

BRUSH MARKS

You now have the first of your blank pages in front of you. >



Above, Joseph Plateau's Phrangistoscope, invented back in 1832, was the first animator. Nothing more than a paper disk with pictures of a figure in different stages of movement, when spun and viewed through a mirror gave the impression of movement. The idea was copied a hundredfold.

Right, a rough storyboard for your bouncing ball animation. Note how the gravity effect has been exaggerated greatly in panels two and three.

Your animation doesn't have to be anything near as graphically intricate as this one. Remember, this is only a practice exercise to show you how to animate.

MicroStyle

THE COMPETITION'S OVER AND HERE'S THE WINNER

Andreas Brehme scores the winner, World Cup Final, July 1990. MicroStyle
Introduce the winner, Autumn 1990.

Italia '90. Italy 1990. World Cup Soccer '90. Thanks for the memories. The world's greatest game, brought to your small screen for a month. Now it's time to stand out from the crowd and sprint onto the pitch - Where the real action happens.



Tackle hard for the ball, daap in your own half, and send an inch-perfect pass wide to the winger. As he takes on the full-back, you're sprinting down the middle, screaming for the return.

The ball swings across, high above the defence, as you stretch your legs to their limit. One bounce and you let fly with your boot as the goal looms before you, sending the ball fizzing towards the top corner.

International Soccer Challenge is viewed from the players' perspective at pitch level, giving you fast-flowing three-dimensional action that you control as you wish.

- Play in position as a goal-hungry striker, midfield general or unshakable defender, feeding off the passes of intelligent computer aided teammates.

- Dictate the whole pattern of play, utilising teamwork to perfection by controlling all eleven men.

- Take charge of intricate set-piece moves from throw-ins, corners and free-kicks.

- Play in the World Cup Finals or see a member of the top sixteen Club sides from around the globe. International football as it is played for real.

- International Soccer Challenge. It will make Gascolgne weep with joy, get Marradonna excited, and have Hulisli tearing his hair out.

AVAILABLE SOON FOR YOUR COMMODORE
AMIGA, ATARI ST AND IBM PC COMPATIBLES
FROM ALL GOOD SOFTWARE STORES.

**INTERNATIONAL SOCCER CHALLENGE FROM
MICROSTYLE - IT'S A WHOLE DIFFERENT BALL GAME !**

GRAPHICS DIY



Draw your ball, and make a brush of it (see your D-Paint III manual for details). This saves you from redrawing on each page. Position the ball where you want it to begin, and then you have your first page. Pressing '2' on the main keyboard will advance you to the next frame, where you can place the ball a little further along the path you want it to take. Continue the process until you run out of frames or until the ball returns to its starting position. Then, press '4' to play the animation and, if all goes well, you'll have your very own animated ball. Of course, it doesn't have to end there. Why not play around with each frame, exaggerating the gravity effect when it bounces, by squashing the ball slightly as it's about to hit a wall, heavily

as it does hit and then slightly as it rebounds, to give the animation a comical feel.

More complicated animation sequences such as animal movement will take a little longer to master. Reference material is an essential. The best examples of this date back to the year 1890, when Edward Maybridge took split second photographs of just about everything that moved. These books are very expensive, so it may be wise to see if your local library possesses a copy. For those of you that are entering the competition, Maybridge used many examples of ape movement. Worth checking out. That's the history lesson over, let's get on with the demo. We personally haven't done the scenes in a systematic order for the sake

of timing, in rather the same way that scenes from a movie are not shot in order.

THIS MONTH'S SEQUENCE - THE SPINNING CU MONOLITH

The monolith in our demo spins back into the Earth's atmosphere. To animate this,

The start of our animation sequence this month begins with the bone spinning through the air. Draw the bone and use it as a brush, as you did with the CU monolith. Then use the same rotation system to make the bone spin as it flies through the air. The next part of the animation is the transformation from bone to monolith. The easiest way to do this is by drawing an explosion animation to link the two figures. Begin the explosion as a small dot overlaid on the bone, and then expand it to fill the screen by making it slightly larger each frame. Then, when the screen is full, overlay each frame of the explosion over your monolith animation in reverse order to create a shrinking effect. When all is linked together, the explosion should create a smooth link between the two animations.



we used an interesting feature on D-Paint III that allows you to change the perspective of your brush. Once again, set the number of frames you want, draw your CU monolith and save it as a brush. Now, you could rotate it by hand, redrawing each frame as you go, but it's far easier to use the perspective tool in the effects menu. Select perspective, and then click on do. You'll notice

WIN THIS MEGA MUTANT MACHINE!



**TURTLELY
BRILLIANT
ARCADE
ACTION!!**

**WHAT A
MEGA
SHELL
OUT!!**

How would you like to win your own Turtles Arcade Game? Well we've got a 4 player game to give away to the winner of this totally mega competition!! If you'd like to become one of the Turtles and fight to save April O' Neil just call 0898 404640. Play our easy quiz and you could be that winner!

Leonardo, the leader of the Turtles fights with a daisio weapon - play Blue and you could be him in this game!

With this game you could become...

If you pick Orange you must be a fan of Michaelangelo the Nunchuku turtle fighter!

The Purple player will fight with the Bostaff, because this turtle is the clever Donatello!!!

The turtle with the colour of red is Raphael, who is famous not just for his sai fighting but for his jokes as well!!!

CALL 0898 404640

These lines are unofficial and have no connection with the featured characters or their business organisation.

Calls cost 33p (cheep rate) and 44p (at all other times) per minute including VAT.

Voicemail, PO Box 1640, London, NW1 8NG. Please ask your parents permission before you call.

GRAPHICS DIY



that your brush now has a grid around it. Place your unrotated monolith on screen and then advance to the next frame. Now comes the interesting bit.

By pressing keys on the number pad, you can rotate and flip your shape a degree at a time through 360 degrees across the X, the Y and the Z axis. At the top of the screen, are three numbers showing the

rotation in degrees with 0 being normal and 180 being inverted. To create a smooth animated rotation, you have to rotate through the same angle each frame. We recommend around ten, but feel free to experiment. An interesting effect that effectively rotates the top-right corner to the bottom left and vice versa can be reached by altering the X axis twice as much as the Y axis.

So there you have it. The basics of animation. With a little time and effort, some really startling effects can be created. And here's a little practice exercise you may want to try. Take a look at one of your favourite computer animations. Storyboard it and then try to recreate it, or even better it. Remember, practice makes perfect!

3: The spinning CU monolith, complete with backdrop. Next month, we'll show you how to start using backdrops with your animations, and some tricks to make your animations look more professional.

AMIGA A500 Packs from £300.00 (incl.)

Alcatraz	14.99	Chess Simulator ..	11.99	F29 Retaliator ..	14.99	Magio Fly ..	14.99
Awesolite	14.99	Combo Racer ..	14.99	F19 Stealth Fighter ..	17.99	Maniac Maniac ..	14.99
Back to Future II ..	14.99	Conqueror ..	14.99	F16 Combat Pilot ..	14.99	MI Tank Platoon ..	17.99
Bad Blood ..	17.99	Corvette ..	14.99	Falcon ..	17.99	Monty Python ..	14.99
Barbarian II (PSYG) ..	14.99	Corporation ..	14.99	Final Battle ..	16.99	Murder ..	14.99
Battle of Britain ..	17.99	Crimewave ..	14.99	Filth ..	14.99	Midnight Resistance ..	14.99
Battle Command ..	14.99	Demolition ..	14.99	Flood ..	14.99	Midwinter ..	17.99
Battle Master ..	17.99	Days of Thunder ..	14.99	Football Sim ..	11.99	Nero ..	14.99
Betrayal ..	14.99	Defenders of the Earth ..	11.99	Frankenstein ..	11.99	Power Monger ..	14.99
Billy the Kid ..	14.99	Dragons Breath ..	17.99	Gold of the Aztecs ..	14.99	Rotor ..	14.99
B55 J Seymour ..	14.99	Dragons War ..	14.99	Golden Axe ..	17.99	Rick Dangerous 2 ..	14.99
Blood Money ..	6.99	Dragon Strike ..	17.99	Heroes (Comp) ..	17.99	Robo Cop II ..	14.99
Buck Rogers ..	14.99	Dragons Flight ..	17.99	Immortal ..	14.99	Simulacra ..	14.99
Budskhen ..	14.99	Dragon Master Ed ..	5.99	Indy 500 ..	14.99	Sly Spy ..	14.99
Cabal ..	14.99	Dragon Master ..	14.99	Interceptor ..	17.99	Supremacy ..	17.99
Cadaver ..	14.99	Double Dragon II ..	11.99	Ivanhoe ..	14.99	Shadow Warriors ..	14.99
Captive ..	14.99	Drakker ..	17.99	Iron Men ..	17.99	Sieg Beat 2 ..	20.99
Champions of Rej ..	17.99	Dragons Lair ..	26.99	Judge Dredd ..	17.99	Snow Snake ..	14.99
Chase HQ ..	14.99	Dynasty Wars ..	14.99	Kick Off II ..	14.99	Teenage Mutant Turtles ..	14.99
Chaos Strikes Back ..	14.99	Eagle Rider ..	14.99	Killing Game Show ..	14.99	Time Machine ..	14.99
		Ecstasy ..	11.99	Knights of Kheblillon ..	17.99	Total Recall ..	14.99
		Emlyn Hughes Int ..	14.99	Larry II or III ..	24.99	Tantrix ..	11.99
		E.P.Q. Lam ..	11.99	Lotus Turbo ..	14.99	Voodoo Nightmares ..	14.99
		Flesh Dragon ..	11.99	Lost Patrol ..	14.99	Warmonger ..	14.99

***AMIGA A500
Batman Pack
£300.00 (incl.)**

***AMIGA A500
Flight of Fantasy
£300.00 (incl.)**

**AMIGA A500
Screen Gems
£359.99 (incl.)**

**Ext Drive £70.99
+ 4 GAMES £79.99**

**A500 1 meg upgrade
£34.99**

**1084S Colour
Stereo Monitor
£259.99**



**ANDREWS
&
COWAN**

TEL: 0493 331377/331388

HUNDREDS MORE SOFTWARE
TITLES AVAILABLE!

***Offer available only while stocks last! Some titles may not be released at time of going to press. New store open at below address! Personal Callers welcome! Shop prices may vary. Please make cheques P.O.S. payable to Andrews & Cowan. Postage and Packing £1.00 on software, free on hardware. All prices include VAT.**

Andrews & Cowan, South Market Road, Gt. Yarmouth NR30 2BQ.



YOUR ONE STOP SHOP

MORE SOFTWARE THAN YOU CAN HANDLE!
MORE HARDWARE THAN YOU CAN USE!

SOFTWARE SUPERSTORE

AMIGA 512K MEMORY UPGRADE

- Bring your Amiga up to 1 Meg in seconds.
- Enable/disable switch. Now you can run ALL software.
- Easy to fit. DOES NOT INVALIDATE YOUR GUARANTEE.
- Reliable, fast, high quality chips on a robust through plated P.C.B. Do not confuse with cheaper, inferior products.
- NEW! PCB-RAM Aides: ChipSwap Option

**A590
RAM
UPGRADE**
512K £24.99
1Mb £47.99
2Mb £99.99
Carriage Free

ONLY **£34.99** +£2 Postage

OR WITH CLOCK/CALENDAR

ONLY **£39.99** +£2 Postage

AMIGA Expansion Kit

Get the most from your **AMIGA**

- ◆ Memory Upgrade
- ◆ Lockable Disk Box
- ◆ Dust Cover
- ◆ Mouse Mat
- ◆ Drive Head Cleaner
- ◆ Zip Stick Joystick
- ◆ Ten Disks full of Amazing 1meg Demos

Everything Commodore left
out of the box

ONLY **£59.99**
Carr. £3.00

AMIGA MEGAPACK

FREE with every **AMIGA** THE 1 MEG **AMIGA** pack

Amazing **ASTRAPACK**

Ten superb games - all
received rave reviews -
from 70% - 95%

◆ Datastorm	£19.95
◆ Dungeon Quest	£24.95
◆ E-Motion	£19.95
◆ Grand Monster Slam	£19.95
◆ Kid Gloves	£24.95
◆ Powerplay	£19.95
◆ RVF Honda	£24.95
◆ Shufflepuck Cafe	£19.95
◆ Soccer	£24.95
◆ Tower of Babel	£24.95
TOTAL RETAIL VALUE	£224.50

NEW

Exclusive to *Software Superstore*

With EVERY Amiga A500 ◆ **SCREEN GEMS** ◆
or ◆ **FLIGHT OF FANTASY** ◆ Pack
(see left for individual pack details) you get -
◆ 1 Meg of Memory ◆ Workbench
◆ TV Modulator ◆ Mouse
◆ Mouse mat ◆ Lockable disk box
◆ 10 disks full of Amazing 1 meg Demos
◆ Microswitched Joystick

PLUS Exclusive Connoisseur Software Collection

- ◆ Airborne Ranger
- ◆ Kick Off
- ◆ Infestation
- ◆ Barbarian II
- ◆ Dynamic Dux
- ◆ IK+
- ◆ Menace
- ◆ Tetris
- ◆ Universal Military Simulator
- ◆ Basil

Additional items subject to availability. See separate list for details of other titles available.

SCREEN GEMS

- ◆ Shadow of the Beast II
- ◆ Back to the Future II
- ◆ Days of Thunder
- ◆ Nightbreed
- ◆ Deluxe Paint II

NEW

OUR PRICE **£499.99**

Carriage FREE

FLIGHT OF FANTASY

- ◆ F29 Retaliator
- ◆ Rainbow Islands
- ◆ Escape from the Planet of the Robots
- ◆ Monsters
- ◆ Deluxe Paint II



VISA



CUMANA AMIGA DRIVES

the **BEST NAME** in Disk Drives

- ◆ Legendary Quality
 - ◆ Great Styling
 - ◆ Total Compatibility
 - ◆ Fully Guaranteed
 - ◆ Outstanding Spec
- NOW Only**
£64.99
Carriage & insurance £2.00

MAIL ORDER:- HOTLINE (0782) 204639 OR FAX (0782) 202269

Carriage: All goods sent by post. Add **EXTRA** £8 per major item for Courier or £10 for Next Day

POST to Unit 7a Oldbury St. Hales, STOKE on TRENT, STAFFS. Callers welcome near dis-

STOKE-ON-TRENT
11 Market Square Arcade,
Hunkley, Stoke-on-Trent
Manager: Adrian
Tel: 0782 268620
Open 6 Days

SHEFFIELD
6 Waingate, Sheffield
Manager: Roy
Tel: 0742 721906
Open 6 Days

ST HELENS
27 Baldwin Street,
St Helens
Manager: Adrian
Tel: 0744 27941
Closed Thursday

STOCKPORT
5 Meehouse Brow,
(Off Little Underbank),
Stockport. Manager: Ray
Tel: 061 460 2693
Open 6 Days

**WATCH THIS
SPACE**

**EVERYTHING
you could
possibly need
for your
AMIGA**

Blank Disks

We sell only the
highest quality
blank disks 100%
certified and made
in Japan. Each disk
is guaranteed for
life.

Box 10 **£12.99**

Value pack (disk 100)

Unbranded

BULK PRICES

50 **£19.99**

100 **£37.99**

200 **£79.99**

Add £2 postage per order

PRINTERS

All Printers Carriage FREE

star LC10

"Best Buy" budget printer

Only **£169.99**

NEW COLOUR PRINTERS

star LC200

ONLY **£219.99**

star LC24 - 200

ONLY **£279.99**

MUSIC DIY

Music supremo, Martin Walker, takes us by the hand and gives some useful advice on how to make our music altogether more 'human'.

Since the arrival of the synthesizer in the early '70s in a form that was accessible to all (albeit only the rich ones first), people have been split into two camps – the 'real' music brigade and the artificial exponents. Pitched battles about the sterility of synth sounds and the lifelessness of the drum machine raged for years in the musical press, until a new breed of listener brought up with electronic sounds appeared who actually preferred the electronic version to its human counterpart. This partly explains why many of the latest 16-bit digital recreations are not complete without its selection of sounds sampled from the earlier classic drum machines.

Part of the problem in those early days was that synthesists would rush off to produce cover versions of classical music, which of course offended the ears of the great mass of traditional listeners. In 1990, we've heard so many different sounds and styles that hopefully we are much more open to change. But the main difficulty was that the early machines just didn't have the

means of adding musical expression added by a talented player. Whether this involves the tortured string bending of heavy metal or wiggling a little plastic lever on your synth, the end result will always feel more human (especially after plenty of practice). So, how can we get more expression into music produced on our computers?

The most effective way to add vibrato (pitch 'wobble') to a sample is to actually bend the static note up and down in real time. Some music programs allow you to add this treatment to the steady note and liddle about with it until you get the expressive feel that you're after. A big help here is 'delayed vibrato' – a short wait before the effect begins sounds more natural as well as allowing you to add 'over the top' bends that will only happen on long notes. Simply set the delay to be slightly longer than your average note durations and it will only cut in when a long sustained note is used.

But what if your program doesn't have these facilities? There is a way around it, but it does take a bit more effort. Sample a long note complete with delayed vibrato, and then chop it into two parts. Take the attack portion and loop it as normal for a sustained static note, and then carefully remove the 'wobbly bit' from the other. With careful looping you will get a continuous vibrato sound that can be inserted as a different 'voice' after the attack sound. If you're into guitar music then this can make a huge difference to the end result. The only thing to bear in mind when using this method is that the speed of the vibrato will change with the note you play since it is looped into the sample itself – the higher the note, the faster the wobble.

Volume changes are easy on the Amiga since the hardware allows 64 settings. Most software (e.g. Soundtracker) will let you insert a special command between the notes to change the current volume. On drum parts this can make all the difference between a machine and a human feel. Real drummers employ dynamics to accent certain

beats in the bar (they bang them harder!). Since most drum patterns are looped anyway you only have to get the accents right once to use them anywhere in the piece. Try accenting the first and third beats in a bar of four, or just the second – it can completely change the rhythmic beat and set the volume to maybe half for all the others. You don't need a command for every beat – only when the next beat needs a different setting.

If your program allows sound envelopes to be created then you can use it to create completely new sounds from existing samples, a slow attack sound can make a piano sound like a string section for example. Again, if you don't have these facilities then most samplers will let you add fades to your sounds at the sampling stage to get the same effect. In addition, many interesting sounds can be created by adding very fast echoes – if these are at the quickest setting they are not heard as discrete echoes, but instead change the character of the sound itself, giving the effect of large metal pipe. Clever use of this can create robotic voices, although it's easy to go over the top. The Mix command allows two or more samples to be incorporated into one big megatone, and can provide interesting results. One thing to watch though – don't forget to save your results before doing anything drastic to it. It's often the case that the sound you had 30 seconds ago was somewhat better than the silence that's left after you've accidentally lopped off the best bit.

AMIGA MUSICIANS

Let us rule down modules in Unique Spatial Stereo on Chrome Tape. We support all trackers and Sustain and Overlay.

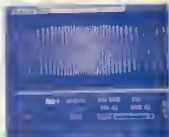
Price is £4.50 inc p&h, Chrome Tape and Return Disk Full Stereo Amiga Music Power from.

MODULE MIX,

11 MANOR ROAD,
STRATFORD-ON-AVON,
WARWICKS CV37 2EA
TEL: (01273) 284148
Cheque payable to Module Mix.



You can successfully create real music...



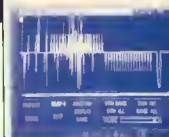
by sampling instruments or, indeed...



'sound' objects and then altering them



twisting them, and making static...



notes 'wobbly' and 'human'

NEW

C-Commodore
SCREENGEMSAMIGA
500

SCREEN GEMS is
the only NEW
Official Amiga A500 pack
from Commodore!

pack includes

Amiga A500 Computer Keyboard
512K Random Access Memory
Built-in 1 meg double-sided disk drive
Superb 4096 Colour Graphics
4 Channel Digital Stereo Sound
Speech Synthesis
Multi-Tasking Operating System
Kickstart 1.3 and Workbench 1.3
Three Owners Manuals
Extra 1.3 and Tutorial Disk
Amiga BASIC Programming Language
Notepad Mini Word Processor
Commodore Mouse
Power Supply Unit with mains plug
TV Modulator
...and all connecting cables to get you up and
running on your home TV set!

plus

Shadow of the Beast II
Days of Thunder
Back to the Future II
Night Breed
Deluxe Paint II Art Package

plus FREE DIGISTAR pack

Digitastar pack includes: Digitastar software and manuals for Amiga 500

Microprose Soccer	Grand Monster Slam
RVF Honda	Powerplay
Kid Gloves	Tower of Babel
Delbertom	Shufflepuck Cafe
Dungeon Quest	E-Motion
Microswitched Joystick	Mouse Mat

and exclusive to DIGICOM!!!

F-19 Stealth Fighter

The Ultimate Flight Simulator game from Microprose worth £24.95!

Total package price includes VAT and Next Day Delivery by Courier*
Don't delay - Order now! 24-Hour Credit Card Hotline Telephone (0908) 378008

How to Order



Catalogues!

Ring or write to for our latest Amiga catalogue listing
hundreds of products available for this versatile Home
Computer. We stock COLOUR PRINTERS, STEREO COLOUR
MONITORS, EXTERNAL DISK DRIVES, MEMORY
EXPANSIONS, HARD DISK DRIVES, AMIGA BOOKS, PRIZE
GRABBERS, DIGITISERS, SCANNERS, WORD
PROCESSORS, DATABASES, SPREADSHEETS,
ACCESSORIES and of course, hundreds of hundreds of
games and all at well below recommended retail prices!

*Service you can depend on

Digicom offer you the very best in customer after sales
support with 12 months warranty on all Computer Hardware.
All units are fully UK specification with 30 day replacement
guarantee as faulty items and FREE collection of the
defective units within this period. And should you ever
need any technical advice our experienced and helpful
staff are available on the telephone or in our Showroom.
Remember - there are no hidden extras, all prices are fully
inclusive of VAT and next day courier delivery.
Prices & Specifications are subject to change without notice.

only.....

£399

DIGICOM

36-37 Wharfedale Watling Street
Fenny Stratford Milton Keynes MK2 2AZ
Telephone (0908) 378008 • Fax (0908) 379700
Showroom Hours - Mon to Sat
10.00am-5.30pm

DEMOS

Once again, CU takes a look into the mixed bag of PD software. In this extended demo corner, we check out The Sound Of Silents, Fillet The Fish, and there's a round up of the many utility disks available.

A new wave of music demos have arrived on the scene aiming to blow away anything previously heard. The tendency to produce disco-bop tunes has gone, instead a selection of original, atmospheric music has appeared. Here we have the new Silents demo from 17-Bit (755), entitled Sound of Silents, featuring music by Desper Kid and some Imaginative



The Sound of Silents features some fantastic tunes, a great intro, and some really wild effects on the selection screen.

The new Demons slide show features some fantastic hand drawn pictures, making a change from the usual digitised only demos. Available from 17-bit (disk 761).

SUPPLIERS' GUIDE

Virus Free PD: 23 Elborough Street, Swindon, SN2 2LS.
A Bit On The Side: 8 Thorold Place, Kirk Sandall, Doncaster.
The Deeper Domain, 128 Portland Crescent, Stanmore, Middlesex, HA7 1NA.
NBS: 132 Gurnville Road, Newport, Isle Of Wight, PO39 5LH.
Seventeen Bit: PO Box 97, Wokingham, Wokingham, RG40 1XX.
Recall PD: 10 Down Side, Epsom, Surrey, KT18 5EX.





Believe it or not this pic is actually hand drawn. Put together by the Madonna Frank and featuring on the new Cronics demo. Disk 756 from 17-bit

Another shot from the Demon's slide show. Again hand drawn, it's one of the best on the disk.



DEMO OF THE MONTH

TITLE: Stealthy Manoeuvres

AUTHOR: N/A

SUPPLIER: Virus Free

INFO: 1 disk only, extra memory required.

Stealthy Manoeuvres is definitely in the short, but sweet category. The demo kicks off with a Russian MIG 29 happily minding it's own business in it's own air space, when a cheeky stealth fighter materializes next to it, taps it on the shoulder and fades away again. This game of serial tag continues for several minutes until the bewildered MIG finally wigs out and crashes down to Earth.

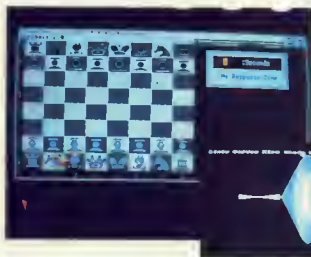
This is exactly the sort of demo to use to impress your friends. The character style pines look good and are well animated. Samples help to round things round things off.

This scores highly on pose value, if you want to impress someone show them this.

My only criticism is that it's so short, still it makes up for that in quality. Definitely one to grab if you feel like splashing out this Crimble.



DEMOS



ESSENTIAL UTILITIES

PD isn't all fun and games, there's some useful utilities too. 17-bit have just produced a handy line of PD utility disks which no Amiga owner should be without.

The first of these is called This 'N That. It features Work Bench hacks to let you customize your copy of Work Bench. There are also various virus killers, back up utilities and a neat chess game. Whatever Next, produced by the same people, contains a mandelbrot program, a vector utility a pop up menus plus many other gadgets. The lineal disk contains much of the same stuff, plus several

Intro makers, which are as fun as they are useful.

PD utilities are nothing new. They originally sprung up as shrewdies on the Macintosh, whereby companies would turn out demo's of forthcoming programs, including information on where the user can get his hands on the fully priced package.

The disks mentioned here (754, 756, 766) are all available from 17-bit

THE ART OF GRAPHICS

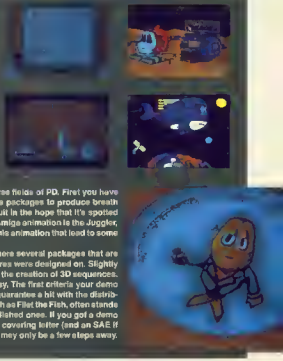
New from the Jester Brothers is *Fillet The Fish*. A not too technical, but funny cartoon. The plot centers around Fillet an interstellar fish who is sent to Earth in the year zip to research the planet's development. Two thousand years later and Fillet still hasn't started, and now has to avoid the wrath of his boss.

Fillet The Fish is an good example of how scripting and design can make up for basic graphics. As far as I can tell, *Fillet* appears to have been produced solely on DPaint 3, which is now the most widely used Amiga animation package.

Animation, next to music and scrollyies, is one of the most diverse fields of PD. First you have the serious designers, who tend to use sophisticated 3D graphics packages to produce breath taking sequences. These people put their work out on the PD circuit in the hope that it's spotted by a company. Probably the most famous (and earliest) piece of Amiga animation is the Juggler, a 3D character who juggles 3D reflective balls (what else?). It was this animation that lead to some of the Amiga's first sales.

If you're interested in designing your own Amiga animations there several packages that are worth checking out. First off is DPaint 3, which is what these pictures were designed on. Slightly more complicated are the Eagle packages, which are designed for the creation of 3D sequences.

Getting your animations published on the PD scene is fairly easy. The first criteria your demo must fulfill is entertainment. Breath taking graphics will normally guarantee a hit with the distributors, though graphics aren't everything. A good original piece, such as *Fillet The Fish*, often stands more chance of being accepted than the more technically accomplished one. If you got a demo that you think is good enough to be published send a copy with a covering letter (and an SAE if you want you disk back), to a PD company, and, if they like it, fame may only be a few steps away.



DEMOS

DEMORANDOM

Would you like to have your demo featured in these hallowed pages, receive free software and possibly have your demo published on the PD circuit? It's easy. If you think you've got a demo that's original, interesting and you'd think we'd like, send it in to us. We'll give out software prizes to any we publish, possibly even free membership to a leading PD club. If it's really good we can arrange for it to go out on the PD network bringing fame and recognition to it's author.

Your demo can be anything, music, graphics, samples, digitised work, but it must not contain any offensive material. Send it to: Readers Demo's CU Amiga, Priory Court 30-32 Farringdon Lane, London EC1R 3AU.

If you want your disks returned please enclose a self addressed envelope.



PD OR NOT PD

Public Domain software is intended to be copied and distributed by anybody. It includes utilities, games, or demos put out by programming crews showing off their various talents. PD is a cheap, easy way of getting hold of some really top quality software. Keep an eye on this section for a definitive roundup of hot new releases. If you have any demos of your own which you would like featured in this section, send them to: Readers Demos, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Please enclose an SAE if you want your disks returned.



It's nice to see demos taking a more mature approach to things. In this, The Treaci demo (Virus Free 897), there's an tribute to AIDS sufferers.



PD TOP TEN

V-Graphics S-Sound
U-Utility G-Game M-Miscellaneous

- 1 U Essential Utility Disk
- 2 S Funky D
- 3 M MudBrain Megademo
- 4 V Fraxxion Revenge
- 5 S Power Remix
- 6 V Donald Duck
- 7 G Star Trek
- 8 G Eddie Scan Show
- 9 M Mental Hangover
- 10 S Enhanced Music Maker

HANDSOFT

MAIL ORDER AMIGA GAMES

Title	Price	Title	Price
Adidas Football	16.99	Manchester United	16.99
Battle Command	16.99	Midnight Resistance	16.99
Beethoven	19.99	Midwinter	17.99
Cadaver	16.99	Murder	17.99
Corporation	16.99	Nuclear War	16.99
Damocles	16.99	Operation Stealth	16.99
Days of Thunder	16.99	Ornamental Games	16.99
Dragons Breath	19.99	Paratrooper 80	17.99
F-16 Stealth Fighter	16.99	Player Manager	16.50
F-29 Metalstorm	19.99	Powernomads	20.50
Grid Iron 2	17.99	Real Storm Racing	20.50
Handball 2	17.99	RobotCops 2	20.50
Int. Soccer Challenge	16.99	Shadow Warriors	17.99
Int. 30 Tennis	16.99	Subotico	19.99
Int. Lord	16.99	Supremacy	20.50
It Came From Desert	20.50	Urbansol	19.99
Kick Off 2 Data Disk	10.99	Wings (1 MFG)	16.99
Lust Patrol	16.99	Wings Of Fury	16.99
Lexus Turbo Expert	17.99	Wonderland	20.50
Mil Tank Platoon	20.50	Voodoo Nightmare	16.99

HORSE-RACING

If you enjoy a flutter on the horses and own an Amiga, then COMPUTE A-RACE is an essential buy. With AI & National Hunt, Complete A-Yarries and lots more! Best The Bookies for only £9.99

All new games despatched within 24 hrs of release. Cheques/PO Payable to HANDISOFT, 37 Hearsall Lane, Spun End, COVENTRY CV5 9HF

BLITCHIPS PRICE BLITZ

ON AMIGA PUBLIC DOMAIN

1-4 DISKS ONLY £1.15P EACH

BUY 5 DISKS OR MORE ONLY 95p EACH

ORDER TEN OR MORE FREE

CHOOSE ANOTHER

- PLEASE ADD 50p POSTAGE TO THE TOTAL ORDER VALUE FOR PP
LISTS OF OVER 500 DISKS AND ADULT SEXUAL VIOLENCE
- 1. Hiker (new 1.5 disk)
 - 2. Hiker (new 1.5 disk)
 - 3. Hiker (new 1.5 disk)
 - 4. Hiker (new 1.5 disk)
 - 5. Hiker (new 1.5 disk)
 - 6. Hiker (new 1.5 disk)
 - 7. Hiker (new 1.5 disk)
 - 8. Hiker (new 1.5 disk)
 - 9. Hiker (new 1.5 disk)
 - 10. Hiker (new 1.5 disk)
 - 11. Hiker (new 1.5 disk)
 - 12. Hiker (new 1.5 disk)
 - 13. Hiker (new 1.5 disk)
 - 14. Hiker (new 1.5 disk)
 - 15. Hiker (new 1.5 disk)
 - 16. Hiker (new 1.5 disk)
 - 17. Hiker (new 1.5 disk)
 - 18. Hiker (new 1.5 disk)
 - 19. Hiker (new 1.5 disk)
 - 20. Hiker (new 1.5 disk)
 - 21. Hiker (new 1.5 disk)
 - 22. Hiker (new 1.5 disk)
 - 23. Hiker (new 1.5 disk)
 - 24. Hiker (new 1.5 disk)
 - 25. Hiker (new 1.5 disk)
 - 26. Hiker (new 1.5 disk)
 - 27. Hiker (new 1.5 disk)
 - 28. Hiker (new 1.5 disk)
 - 29. Hiker (new 1.5 disk)
 - 30. Hiker (new 1.5 disk)
 - 31. Hiker (new 1.5 disk)
 - 32. Hiker (new 1.5 disk)
 - 33. Hiker (new 1.5 disk)
 - 34. Hiker (new 1.5 disk)
 - 35. Hiker (new 1.5 disk)
 - 36. Hiker (new 1.5 disk)
 - 37. Hiker (new 1.5 disk)
 - 38. Hiker (new 1.5 disk)
 - 39. Hiker (new 1.5 disk)
 - 40. Hiker (new 1.5 disk)
 - 41. Hiker (new 1.5 disk)
 - 42. Hiker (new 1.5 disk)
 - 43. Hiker (new 1.5 disk)
 - 44. Hiker (new 1.5 disk)
 - 45. Hiker (new 1.5 disk)
 - 46. Hiker (new 1.5 disk)
 - 47. Hiker (new 1.5 disk)
 - 48. Hiker (new 1.5 disk)
 - 49. Hiker (new 1.5 disk)
 - 50. Hiker (new 1.5 disk)
 - 51. Hiker (new 1.5 disk)
 - 52. Hiker (new 1.5 disk)
 - 53. Hiker (new 1.5 disk)
 - 54. Hiker (new 1.5 disk)
 - 55. Hiker (new 1.5 disk)
 - 56. Hiker (new 1.5 disk)
 - 57. Hiker (new 1.5 disk)
 - 58. Hiker (new 1.5 disk)
 - 59. Hiker (new 1.5 disk)
 - 60. Hiker (new 1.5 disk)
 - 61. Hiker (new 1.5 disk)
 - 62. Hiker (new 1.5 disk)
 - 63. Hiker (new 1.5 disk)
 - 64. Hiker (new 1.5 disk)
 - 65. Hiker (new 1.5 disk)
 - 66. Hiker (new 1.5 disk)
 - 67. Hiker (new 1.5 disk)
 - 68. Hiker (new 1.5 disk)
 - 69. Hiker (new 1.5 disk)
 - 70. Hiker (new 1.5 disk)
 - 71. Hiker (new 1.5 disk)
 - 72. Hiker (new 1.5 disk)
 - 73. Hiker (new 1.5 disk)
 - 74. Hiker (new 1.5 disk)
 - 75. Hiker (new 1.5 disk)
 - 76. Hiker (new 1.5 disk)
 - 77. Hiker (new 1.5 disk)
 - 78. Hiker (new 1.5 disk)
 - 79. Hiker (new 1.5 disk)
 - 80. Hiker (new 1.5 disk)
 - 81. Hiker (new 1.5 disk)
 - 82. Hiker (new 1.5 disk)
 - 83. Hiker (new 1.5 disk)
 - 84. Hiker (new 1.5 disk)
 - 85. Hiker (new 1.5 disk)
 - 86. Hiker (new 1.5 disk)
 - 87. Hiker (new 1.5 disk)
 - 88. Hiker (new 1.5 disk)
 - 89. Hiker (new 1.5 disk)
 - 90. Hiker (new 1.5 disk)
 - 91. Hiker (new 1.5 disk)
 - 92. Hiker (new 1.5 disk)
 - 93. Hiker (new 1.5 disk)
 - 94. Hiker (new 1.5 disk)
 - 95. Hiker (new 1.5 disk)
 - 96. Hiker (new 1.5 disk)
 - 97. Hiker (new 1.5 disk)
 - 98. Hiker (new 1.5 disk)
 - 99. Hiker (new 1.5 disk)
 - 100. Hiker (new 1.5 disk)

BLITCHIPS DEPT CU.
"CLIFFE HOUSE"
PRIMROSE STREET, KEIGHLEY,
WEST YORKSHIRE, BD21 4NN.
TEL/FAX (0535) 667469 10am-7pm MON-FRI, 9am-4pm SAT.

OFFER APPLIES TO UK ONLY
PLEASE LIST DESIGNS MANUFACTURE * INCLUDE A MED OF WARRANTY
MAK ORDER ONLY

PD Soft (CU)
1 Bryant Avenue,
Southend-on-sea,
Essex SSI 2YD.

Credit Card Hotlines
(0702) 612259/466933

- 1. Hiker (new 1.5 disk)
- 2. Hiker (new 1.5 disk)
- 3. Hiker (new 1.5 disk)
- 4. Hiker (new 1.5 disk)
- 5. Hiker (new 1.5 disk)
- 6. Hiker (new 1.5 disk)
- 7. Hiker (new 1.5 disk)
- 8. Hiker (new 1.5 disk)
- 9. Hiker (new 1.5 disk)
- 10. Hiker (new 1.5 disk)
- 11. Hiker (new 1.5 disk)
- 12. Hiker (new 1.5 disk)
- 13. Hiker (new 1.5 disk)
- 14. Hiker (new 1.5 disk)
- 15. Hiker (new 1.5 disk)
- 16. Hiker (new 1.5 disk)
- 17. Hiker (new 1.5 disk)
- 18. Hiker (new 1.5 disk)
- 19. Hiker (new 1.5 disk)
- 20. Hiker (new 1.5 disk)
- 21. Hiker (new 1.5 disk)
- 22. Hiker (new 1.5 disk)
- 23. Hiker (new 1.5 disk)
- 24. Hiker (new 1.5 disk)
- 25. Hiker (new 1.5 disk)
- 26. Hiker (new 1.5 disk)
- 27. Hiker (new 1.5 disk)
- 28. Hiker (new 1.5 disk)
- 29. Hiker (new 1.5 disk)
- 30. Hiker (new 1.5 disk)
- 31. Hiker (new 1.5 disk)
- 32. Hiker (new 1.5 disk)
- 33. Hiker (new 1.5 disk)
- 34. Hiker (new 1.5 disk)
- 35. Hiker (new 1.5 disk)
- 36. Hiker (new 1.5 disk)
- 37. Hiker (new 1.5 disk)
- 38. Hiker (new 1.5 disk)
- 39. Hiker (new 1.5 disk)
- 40. Hiker (new 1.5 disk)
- 41. Hiker (new 1.5 disk)
- 42. Hiker (new 1.5 disk)
- 43. Hiker (new 1.5 disk)
- 44. Hiker (new 1.5 disk)
- 45. Hiker (new 1.5 disk)
- 46. Hiker (new 1.5 disk)
- 47. Hiker (new 1.5 disk)
- 48. Hiker (new 1.5 disk)
- 49. Hiker (new 1.5 disk)
- 50. Hiker (new 1.5 disk)
- 51. Hiker (new 1.5 disk)
- 52. Hiker (new 1.5 disk)
- 53. Hiker (new 1.5 disk)
- 54. Hiker (new 1.5 disk)
- 55. Hiker (new 1.5 disk)
- 56. Hiker (new 1.5 disk)
- 57. Hiker (new 1.5 disk)
- 58. Hiker (new 1.5 disk)
- 59. Hiker (new 1.5 disk)
- 60. Hiker (new 1.5 disk)
- 61. Hiker (new 1.5 disk)
- 62. Hiker (new 1.5 disk)
- 63. Hiker (new 1.5 disk)
- 64. Hiker (new 1.5 disk)
- 65. Hiker (new 1.5 disk)
- 66. Hiker (new 1.5 disk)
- 67. Hiker (new 1.5 disk)
- 68. Hiker (new 1.5 disk)
- 69. Hiker (new 1.5 disk)
- 70. Hiker (new 1.5 disk)
- 71. Hiker (new 1.5 disk)
- 72. Hiker (new 1.5 disk)
- 73. Hiker (new 1.5 disk)
- 74. Hiker (new 1.5 disk)
- 75. Hiker (new 1.5 disk)
- 76. Hiker (new 1.5 disk)
- 77. Hiker (new 1.5 disk)
- 78. Hiker (new 1.5 disk)
- 79. Hiker (new 1.5 disk)
- 80. Hiker (new 1.5 disk)
- 81. Hiker (new 1.5 disk)
- 82. Hiker (new 1.5 disk)
- 83. Hiker (new 1.5 disk)
- 84. Hiker (new 1.5 disk)
- 85. Hiker (new 1.5 disk)
- 86. Hiker (new 1.5 disk)
- 87. Hiker (new 1.5 disk)
- 88. Hiker (new 1.5 disk)
- 89. Hiker (new 1.5 disk)
- 90. Hiker (new 1.5 disk)
- 91. Hiker (new 1.5 disk)
- 92. Hiker (new 1.5 disk)
- 93. Hiker (new 1.5 disk)
- 94. Hiker (new 1.5 disk)
- 95. Hiker (new 1.5 disk)
- 96. Hiker (new 1.5 disk)
- 97. Hiker (new 1.5 disk)
- 98. Hiker (new 1.5 disk)
- 99. Hiker (new 1.5 disk)
- 100. Hiker (new 1.5 disk)

FLETCHER FONTS
PACK 1 to 3: 6 Disk Pack full of colour fonts (palette of 16 Colours) complete with instructions to load them in DPAINT (compatible) on packages.
PACK A on 16 Disk Pack full of Black & White Fonts for use as above.
£12.00 Per Pack. Exclusive To PD SOFT.

LICENCEWARE GAMES £3.00 each
SPACE BLOB - Cross between Bomb Jack & Manic Miner
MR DIG (1Mb) - The famous Atari Dig Game
Q-BOID - The Coin-up Game Vulcan, Tetris Variant

CATALOGUE DISK
Turn of being catalogue disk?
Get the unique only to see PD SOFT Database Catalogue Disk?
You can search for over 10000 disks available, already from our form as a multi use of options including Search & print 2 Disk Only £10.00 Inset Update

FRED FISH PAPER
Fred fish is a complete catalogue of all the Fred Fish disks on CD-ROM. With the unique fish on CD-ROM available from PD SOFT. Approx 400 fish in every category including every category in the range as described by Fred Fish. Only £10.00

PRICES
1.5 Disks £2.50
6 Disks £2.25
11.20 Disks £2.00
21+ Disks £1.75
Web or e-mail to Litterware and Software Disk
XXX please use our new 100

17 Bit Software

That Bit Better Than The Rest!!

PO Box 97, Wakefield WF1 1XX, England. ☎ 0924 366982
The UK's Largest Amiga Only PD User Group, over 1,000 Top Quality
Public Domain Disks and over 17,000 members in our friendly club!!

LATEST ADDITIONS TO THE LIBRARY

- 792 GARY TOWER SLIDE SHOW (BRIEL)
- 791 TOBIAS RIJTER SLIDE SHOW ON
- 790 TWO DISKS (791, 792) STUNNING
- 789 A VARCHY MUSIC DISK
- 788 WRATH OF DEMON PRODUCE OF DEMO
- 787 WAMP ALCONS MUSIC DISK
- 786 NEUTRONS MUSIC BOY
- 785 OPTI UTILS 1 (ESSENTIAL UTILS)
- 784 BOWL V.2
- 783 GOLDEN FLARE SOLUTION
- 782 HUNGEN MASTER SOLUTION
- 781 INACT (FANTASTIC SHOOT EM UP!)
- 780 EXORCIST VIRUS KILLER DISK
- 779 ANOTHER GREAT UTILS DISK
- 778 MUSIC UTILS 1 (NOISE TRACKER ETC)
- 777 STAR WARS DEMO ON TWO DISKS
- 776 ONE FOR ALL STAR WARS FANS
- 775 PROPERTY MARKET PD GAME
- 774 INTRO'S 40 FANTASTIC DEMO'S
- 773 CAT E MUSIC DISK
- 772 MUSIC DISK
- 771 ADVENTURE GAME HINTS AND TIPS
- 770 GAMES SOLUTIONS AND HACKS
- 769 BRAND NEW COMS DISK!!
- 767 HOUSE MUSIC SAMPLES
- 766 HOUSE MUSIC SAMPLES
- 765 HORSE MUSIC SAMPLES
- 764 IMPG MAIKUNA ANIM (GRLAT)
- 763 FINTS DISK
- 762 STEALTHY 2.1 MEG ANIM!!
- 761 DEMONS SLIDESHOW 3 (AMAZING)
- 760 LIFE + RUNNING UTILS
- 759 GAMES GALORE (10 PD GAMES)
- 758 100 C64 CONVERSIONS (The BIZ!!)
- 757 INDY 500 ROLLING DEMO (SUPT R)
- 756 CRONICS NEW ERWHERE DEMO
- 755 SILENTS MUSIC DISK
- 754 WHITE EVER NEXT UTILS DISK
- 754 MFD V2.01
- 754 PD SHOOT EM UP
- 753 DIR MASTER 13.0 BETTER THAN CLIMATE FOR A MERE 2 POUNDS

ALL ABOVE DISKS ARE JUST £2.00
INCLUDING POSTAGE AND PACKAGING
COME TO 17-BIT PROBABLY THE ONLY
PD LIBRARY YOU WILL EVER NEED
CLUB MEMBERS ALSO GET DISCOUNT
ON ALL MAJOR SOFTWARE RELEASES

ZYDEC RAM EXPANSION

Upgrade your Amiga 500 to 1 Meg. of
Memory with the Zydec 512K expansion
Fitting neatly into your Amiga this
compact unit comes complete with a One
year guarantee and an on off switch.
ONLY £32.95!!
Or £39.95 with special 5 disk 1 Meg PD
pack!!!

17-BIT TOP 10

- 595 AND 594 STARTER 2 DISK GAME
- 645 VIZ CALENDAR
- 651 MENTAL HANGOVER
- 671 MARIA WHITAKER SLIDESHOW
- 688 HORE OR SLIDESHOW
- 722 AMAZE MUSIC DISK
- 761 GAMES SLIDE SHOW 3
- 770 GAMES HACKS AND TIPS
- 781 GREAT SHOOTEM UP
- 792 GARY TOWER SLIDE SHOW

17-BIT OFFER A WIDE RANGE OF PUBLIC DOMAIN SOFTWARE PACKS, LISTED BELOW ARE JUST A FEW. PLEASE
PHONE IN FOR MORE DETAILS

CLASSICAL MUSIC PACK

Three superb music disks, and a catalogue - All for only 46.50

music creation pack

A 5 disk pack for only £7.99 - Pack includes disk 778, a synthesizer and noise tracker, disk 440 soundtracker ripper and play routines,
disk 482 games scene creator, disk 478 sound man, disk 479 samples disk for 8 software disks.

Q5+CD

popular pack that introduces you to all aspects of pd features: great music, great util, and great games. Available at an
unbelievable £6.50

SAMPLER PACK

As it says a selection of just about everything PD has to offer, at only £11 for 7 disks it represents an ideal way to try out 17-Bit

ASTRONOMY PACK

A 3 disk pack which includes the latest catalogue and 2 superb astronomy disks, 175 Amigaquest and disk 223 Marchart

GAMES TIPS PACK

3 disks for only £5 with solutions, tips, hints for 100s of current and old game titles, with lifetime membership to 17-bit you just
can't go wrong, complete all these games that you gave up on a long time ago!!!!!!

5 ISSUES OF THE LEGENDARY 17-BIT UPDATE

Yes, 5 issues of the update for only £5, these offer a pound each - which includes all postal charges, and lifetime membership, and
also special offers which arrive with each monthly update

BLANK DISKS

Blank disks are now only £5.99 for 10 complete with labels (to club members only!!)

AMOS PACK

7 disks to help you get the most out of Amos, only £9.95 a must for all those who own this excellent programming package.
Also available demo pack 1 and 2, Graphics pack 1 and 2, Adult pack, 1 meg pack 1 and 2,
Music pack 1 and 2 and utility pack. All are £11 each and all represent fantastic value.

ALSO AVAILABLE IS A SUPERB CHRISTMAS MUSIC DISK WHICH IS ONLY
AVAILABLE EXCLUSIVELY THROUGH 17-BIT ONLY!! EVERYTHING ABOVE
GIVES LIFETIME MEMBERSHIP TO 17-BIT AND OPENS UP A WHOLE NEW
WORLD FOR YOUR AMIGA!!!! DON'T DELAY ORDER TODAY.

WE ALSO STOCK
FISH-1 TO 360
AMICUS-1 TO 26
AMIGAN-1 TO 23
T-BAG-1 TO 42
All these including the
whole range of PD in our
library are only
£2.00 EACH

MEGA DOS

Mega Dos is an Amiga dos manual-on-disk designed to
be an easy to use self help reference and tutorial for
understanding the CLI and WORKBENCH
**MEGA DOS IS NOT PD AND IS ONLY AVAILABLE
FROM 17-BIT SOFTWARE**
OUTSTANDING VALUE AT £6.95
IT ALSO NOW COMES FREE DIR MASTER V3.0
**AN UNBEATABLE PD FILE HANDLER SIMILAR
TO CLIMATE**

17-BIT SOFTWARE ARE OPEN

From 9.00am to 8.00pm Mon to Friday
and 9.00am to 5.30pm on Saturdays.
We take all major credit card orders
over the phone. TEL: 0924 366982
Postal orders and cheques should be
made payable to 17-bit software,
10 disks are £18.00 or any one disk £2.00

EMOS DEMOS DEMOS DEMOS DEMOS

PREMIER P.D.

Dept. CU, 15 Crossleaf Drive, Rainford, Merseyside, W411 8JZ

We're Number One For P.D.

A Selection from our Vast Library

MEMBERSHIP ONLY £1 INC
Life Membership Catalogue Disk Free P.D.

Prices:

1-56 £1.50

6-19 £1.25

20-29 £1.00

30-39 99c

40-49 89c

50-59 79c

60-69 69c

70-79 59c

80-89 49c

90-99 39c

100-109 29c

110-119 19c

120-129 9c

130-139 8c

140-149 7c

150-159 6c

160-169 5c

170-179 4c

180-189 3c

190-199 2c

200-209 1c

210-219 0c

220-229 0c

230-239 0c

240-249 0c

250-259 0c

260-269 0c

270-279 0c

280-289 0c

290-299 0c

300-309 0c

310-319 0c

320-329 0c

330-339 0c

340-349 0c

350-359 0c

360-369 0c

370-379 0c

380-389 0c

390-399 0c

400-409 0c

410-419 0c

420-429 0c

430-439 0c

440-449 0c

450-459 0c

460-469 0c

470-479 0c

480-489 0c

490-499 0c

500-509 0c

510-519 0c

520-529 0c

530-539 0c

540-549 0c

550-559 0c

560-569 0c

570-579 0c

580-589 0c

590-599 0c

600-609 0c

Disk Name	Disk Number	Disk Name	Disk Number
Popcorn	298	Women Love	78
Popcorn	299	Women Love	79
Popcorn	300	Women Love	80
Popcorn	301	Women Love	81
Popcorn	302	Women Love	82
Popcorn	303	Women Love	83
Popcorn	304	Women Love	84
Popcorn	305	Women Love	85
Popcorn	306	Women Love	86
Popcorn	307	Women Love	87
Popcorn	308	Women Love	88
Popcorn	309	Women Love	89
Popcorn	310	Women Love	90
Popcorn	311	Women Love	91
Popcorn	312	Women Love	92
Popcorn	313	Women Love	93
Popcorn	314	Women Love	94
Popcorn	315	Women Love	95
Popcorn	316	Women Love	96
Popcorn	317	Women Love	97
Popcorn	318	Women Love	98
Popcorn	319	Women Love	99
Popcorn	320	Women Love	100

Now you can have...

We are still here!

Phone for
list:
(0372)
721939

Recoil 10 Downside
Epsom
Surrey
P.D. KT18 5EX

DISKS ONLY £1

VIRUS FREE PD

WE STOCK THE LATEST DEMOS,
UTILITIES, ETC. AS WELL AS ALL THE
CLASSICS, AT ONLY £2.00 A DISK
INCLUSIVE OF P&P

OVER 100 DISKS ADDED EVERY MONTH

*** DISCOUNTS FOR BULK ORDERS ***

ALL DISKS ARE DISTRIBUTED VIRUS FREE & MOST ORDERS ARE
DISPATCHED WITHIN 24 HOURS

— THOUSANDS OF SATISFIED CUSTOMERS —

NOW OVER 1,000 PD DISKS

MUSIC

100	100 C&A TUNES	352	REFLECTIONS JUNEBO	508	GROOVE IN THE HEART 1 Meg
101	CAVE MUSIC	353	REFLECTIONS 1	509	VISION MUSIC: MASTERS
102	REFLECTIONS 2	354	THE ACOUSTIC KEY	510	DA DISCO RIFFS
103	CHIP MUSIC	355	MUSIC MAESTRO 7	511	STUDIO MUSIC 1
104	STUDIO MUSIC 2	356	STUDIO MUSIC 3	512	STUDIO MUSIC 4
105	STUDIO MUSIC 3	357	THE POWERED 8	513	NEEDS MEDIA BLAST

DEMOSAURUS

Remember our demo competition a few months ago? CU's offices were swamped with over 150 top-notch demos featuring everything from Laurel & Hardy, kaleidoscopic space trips and music demos to cute animations, rampaging monsters and turtlemania. Dan Slingsby comes up for air and tells you who's won what.

A slap on the back to everyone who took part in our demo competition—all 157 of you! The response was staggering and most entries were of an exceptionally high standard. It's taken a while to judge all of them but, at last, we've managed to choose an overall winner.

Stand up, Stuart Keelley, and take some well deserved applause as you've won the amazing first prize of a top-of-the-range video camera. Stuart's entry, *The Beast from the 82000* features a marauding dinosaur trampling across a desktop with an Amiga computer in the background. With a sweep of its tail and a stamp of its foot, the wee young beastie chomps on a disk and crushes a mouse under foot. Featuring sampled sound effects and digitised images from the original B-movie schlock horror, *The Beast from 20,000 Fathoms*, the reptilian monster shuffles across the desk only to meet an unamused end as he crashes off the top of the desk to his doom.

The background images were mostly handdrawn, some being digitized and retouched. The monster was digitised from *The Beast from 20,000 Fathoms* by individually pausing the selected frames on video and grabbing them. These were then loaded into *D-Paint III*, carefully manipulated and touched up and then the beast was cut out. This process was extremely difficult and time consuming, especially when the monster was on a black background which meant the outlines had to be drawn by hand, drawing around all the spikes on its back and drawing over things in the foreground.



which appeared in front of the monster. Other subjects such as the mouse and disk were handdrawn and also animated by hand to make them look as though they were being crushed. To show the monster interacting with the drawn graphics these objects replaced parts of the original film e.g. the monster originally crushes a car so by replacing the automobile with the animated mouse it now looks like the beast is crushing the mouse. The backgrounds, animated cut-outs and objects were all put together and with a final retouch the anims were complete.

The soundtrack was created from sampled instruments and effects. Once all the animations were together, they



The Beast emerges from behind the 82000's disk drive. To construct the demo Stuart used an A500 with half meg expansion in conjunction with a 82000 one meg machine.

THE BEAST FROM 20,000 FATHOMS
This low-budget thriller, made in 1953, had a screenplay by sci-fi author Ray Bradbury, starred Lee Van Cleef as a nuclear scientist, and had some impressive special effects. Unfortunately, it was also a stinkpot. A scaly monster is woken from a deep Arctic sleep by shock waves from a nuclear test. A cross between



a Tyrannosaurus and a Brontosaurus, the monster decides to head for its ancestral breeding ground which is where New York now stands. Predictably, complete mayhem results as the beast comes up against the mass forces of the US Army. Rescuing Coney Island, New York's pleasure beach, the beast levels the place before being shot with a radioactive isotope by Van Cleef. The backronymed plot may seem laughable, but at the time it was considered fresh and original. The monster 'born from a nuclear experiment' was to become a much-used theme during the fifties, but *The Beast* was definitely the first of its type. Alas!

A BIT ON THE SIDE

8 Thorold Place, Kirk Sandall, Doncaster DN3 1NU.

Telephone: (0302) 887332 Between 6pm-6pm
(Answerphone throughout day)

PLEASE DON'T PAY!!

£3, £2.50 or even £2 for your PUBLIC DOMAIN software

We are devoted entirely to the AMIGA computer, although we have only been in business for a few months, we can offer you the following:

- Nearly 700 top quality Public Domain titles in stock
- Only £1.75 per disk
- No membership fees
- No hidden costs
- Only branded double-sided, double-density disks used in duplication
- Our price includes first-class postage and packaging
- Same day despatch of your order
- Our catalogue disk contains two music/graphic demos, a PD game plus full lists of titles available PLUS special pack offers
- Overseas members are welcome, prices as follows: Offer A £2.50: Offer B £10.00. All those prices include overseas package and postage. Please send money with order (sterling)

WHAT IS PUBLIC DOMAIN SOFTWARE?

Many people have been frightened off from PUBLIC DOMAIN software over the years, hearing such things as "...It's cheap so it must be rubbish". NOT TRUE. Most PUBLIC DOMAIN software is written by very talented people throughout England and abroad. They put their talents in the library because they, for example, can't afford the expense of marketing their product, but, because they want their product to be seen, they are willing to put it out at no financial gain to themselves. Others hope that their talents will be seen and recognised by a software house who will in turn offer them a job (many people who have put products into the PUBLIC DOMAIN now work for software houses).

Another common mistake heard is "All PUBLIC DOMAIN has got a virus on it". It is a very rare thing to find a virus on PD these days, if any slip the net, most libraries of any repute will make sure that they are destroyed. PUBLIC DOMAIN software contains ANIMATIONS, MUSIC, GAMES, ARTSHOWS, UTILITIES and MUSIC/GRAPHIC DEMOS. DISKMAGS can also be found within the realms of PUBLIC DOMAIN.

We have the following joining offers:

OFFER A: CATALOGUE DISK + FREE MEMBERSHIP

PRICE £1.75

OFFER B: DISCS CONTAINING GAMES, UTILITIES, MUSIC, MUSIC/GRAPHIC DEMOS + CATALOGUE DISK + FREE MEMBERSHIP . . . ALL 6 DISKS

PRICE £9.00

N.B. We have noticed a large upsurge of heavy pornographic material circulating within the public domain. We do of course have adult titles but only the glamour pics type. If you want the stronger material, please try elsewhere.

I would like to join your PUBLIC DOMAIN LIBRARY and I would like offer:

A — B — Please tick the appropriate box.

Please print the following information clearly:

MR/MRS/MISS:

Address:

Postcode:

Tel No.:

Age (if under 18):

Please make all cheques/postal orders payable to: A BIT ON THE SIDE, and send to:

DEPT CU12, A Bit on the side, 8 Thorold Place Kirk Sandall, Doncaster DN3 1NU

DEMOSAURUS



were all sampled at a low frequency as Stuart didn't have much memory at this stage. The soundtrack was composed in *Sound FX* because it can be multitasked with the Director (it also uses little memory and hardly slows the animations down). The Director was used as a loader and viewer of pics and anims.

Originally, Stuart intended to produce a short demo which was on 1 disk and could be run totally from RAM on his AS500. However, the length and amount of animations meant that it stretched over

one and a half disks and so he had to use a second drive. In order to run the whole demo he either had to multiloop from Drive 1 or pause it while the final third of the demo was loaded. For our demos compo, Stuart transferred the demo onto VHS with the pause cut out. Having done this the sound track was overlaid also with its pause taken out.

ELECTRONIC ARTS

EA sponsored the competition, and also took part in the judging. Simon Jeffries, EA's PR supremo, was impressed with the effort that went into most of your demos. 'The standard was very high. It was difficult to choose an overall winner, but Stuart Keeley's entry got the nod because it was imaginative, technically superb and a lot of fun.'

For his efforts Stuart walks away with a top-of-the-range video camera. Brazzle Atkins of Romford won the amateur category with a smashing 'Laurel and Hardy' demo and Howard McWilliams of Malmesbury scooped the junior competition with a cartoon animation. Howard gets a portable soundblaster. Congrats to all three.

Using digitised pics of school teachers, and film samples, Stuart's also made demos featuring his economics and math teachers as Bill and Ben, a physics teacher as Freddy Krueger and a teacher as a mouse swallowing alien inv.



Craash! The beastie's foot comes swinging down on the Amiga's mouse smashing it to smithereens.



The beast tells to its doom

THE WINNERS

The overall winner was Stuart Keeley of Meldenhead for his stunning Beast demo. Brazzle Atkins of Romford walked away with the amateur category with a smashing Laurel and Hardy demo and the junior category was awarded to Howard McWilliams of Malmesbury, Wiltshire for some wonderful animation.

At 13, Howard McWilliams was the youngest entrant, supplying what was undoubtedly the brightest demo, which was an instant hit with the judges.

Designed completely on D-Paint 3, Howard's demo uses the default screen format but with just 16 colours. He told us: 'I put this demo together by drawing the animations for each character separately, then I transferred them to the background starting with the ones in the distance first. They are all my own characters which began life as little comic strips. I decided to make the screen as crowded as possible so that there would be a lot for the viewer to look - a lack of RAM limits me to short animations.'

Brazzle Atkins' Laurel and Hardy demo was produced on Deluxe Video 3. It features digitised sequences from some of the duo's most famous flicks. A sampled edit of the famous L&H signature tune is included at the start. This was a well-presented, well-thought out package that's extremely good fun.



Howard McWilliams' imaginative entry was cute and colourful.



Stan Laurel looks a dope in Brazzle Atkins' Laurel and Hardy demo.

PREMIER MAIL ORDER

Titles marked * are not yet available and will be sent on day of release.

Please send cheque/PO/Access/Visa No. and expiry date to:

Dept CU10, Trybridge Ltd., B Buckwills Sq., Burnt Mills, Basildon, Essex. SS13 1BJ.

Prices state make and model of computer when ordering. P&P Inc. UK on orders over £5.00. Less than £5.00 and Europe add £1.00 per item. Elsewhere please add £2.00 per item for Airmail. These offers are available Mail Order Only.

Telephone orders: Mon-Fri 9am-7pm. Saturday 10am-4pm. Fax orders: 0268 590070. Tel orders: 0268-590766.

GAM	PRICE
Wing Upgrade	39.99
Wing Upgrade with clock	44.99
400 Broom	16.99
688 Attack Sub	16.99
Adds Football	16.99
Amos	34.99
Armour: Deddon	26.99
Assault on Alcatraz	16.99
ATF 2	16.99
Auslitz	9.99
Awesome	26.99
B A T	16.99
Battlezone 2*	19.99
Back To The Future 2	16.99
Back To The Future 3*	16.99
Badlands*	13.99
Badman (Pat)	7.99
Barbarian (Pny)	7.99
Bards Tale 1 2 or 3 Hnt Book	3.99
Bards Tale 2	16.99
Bards Tale 3	16.99
Balman The Movie	16.99
Battle Command*	16.99
Battlemaster	19.99
Belaya*	19.99
Billy The Kid*	16.99
Born Commando	16.99
Brising Manager	13.99
BSS Jane Seymour	16.99
Back Rogers	13.99
Buckhorn	16.99
Captain	16.99
Carriage*	16.99
Cavalier	16.99
Chase Clarks Back*	16.99
Chase HQ	16.99
Chase HQ 2*	16.99
Codemaster Ice Man (1 Meg)	29.99
Conco Race	16.99
Commando War*	16.99
Conquest of Camelot (1 Meg)	29.99
Compton	16.99
Conker Captain	16.99
Crime Waves*	16.99
Cruiser For A Corpse*	16.99
Crusade of Azure Bonds (1 meg)	13.99
Cyberball	13.99
Days of Thunder	16.99
Death Trap*	16.99
Deluxe Music Con Kit	69.99
Deluxe Paint 3	59.99
Dick Tracy	16.99
Dragon Shrike*	13.99
Dragon Wars*	16.99
Dragonstale (1 Meg)	29.99
Dragonstale 2 - Empires Castle	26.99
Dragons Lair - Time Warp*	26.99
Dungeon Master (1 Meg)	13.99
Dungeon Master Editor	7.99
Dungeon Master Hnt Book	9.99
Duster	16.99
Dynamite Debagga*	16.99
Dynasty Wars	16.99
Eddon One	16.99
Edin	14.99
Elvra*	13.99
Emlyn Hughes	13.99
Emlyn Hughes Quiz*	13.99
Eric*	16.99
Escape From Robot Monsters	13.99
Escape From Cockitz	16.99
E. Swat	16.99
Eyes of the Beholder (1 meg)*	19.99
F15 Stealth Fighter 2*	19.99
F15 Combat Pilot	19.99
F20 Defender	19.99
F19 Stealth Fighter	19.99
Falcon F16	19.99
Falcon Mission Disc 1	13.99
Falcon Mission Disc 2	13.99
Fairman Formula 1	7.99
Furor Battle*	16.99
Furor into Brinkstone	16.99
Furor into Forget 2*	16.99
Fireball*	16.99
Flight of the Intruder*	19.99
Flight Gun 2	26.99
Flop It And Magnose	16.99
Flood	16.99
Flying Shark	5.99
Football Director 2	12.99

GAME	PRICE
Football Manager 2 Gift Pack	13.99
Food On Rally	10.99
Fun School 2 (6 B)	11.99
Fun School 2 (over 6)	11.99
Fun School 2 (under 6)	11.99
Fun School 3 (5-7)	16.99
Fun School 3 (over 7)	16.99
Fun School 3 (under 5)	16.99
Future Wars	16.99
Golden Axe	16.99
Gold of the Aztecs	16.99
Gravity	9.99
Grims 2	16.99
Grimlord	4.99
Gunboat	16.99
Gunsnap	11.99
Hairball 2	16.99
Harpies	19.99
Hercules Quest 2 (1 Meg)	29.99
Hercules Quest 1 (1 Meg)	26.99
Hollywood Collection*	19.99
Hounds of Shadow	7.99
Hunt For Red October	9.99
Hunkle Killer	4.99
Hyperion	13.99
Indiana Jones 500	16.99
Indy Jones Advent	16.99
Indy Jones Hnt Book	3.99
Int 30 Tones	16.99
Int Soccer Challenge	16.99
Interceptor	7.99
It Came From Dessert (1 Meg)	14.99
It Came From Dessert Data	9.99
It Came From Dessert - Data	19.99
Ivanhoe	16.99
Jack Nicholas Golf	15.99
Jack Nicholas Unimole Golf	15.99
Jack The Thief	7.99
Kick Off	7.99
Kick Off 2	12.99
Kick Off 2 (1 Meg)	16.99
Killing Game Show	16.99
Knight's Of The Crystalion	21.99
Knight's of the Day*	19.99
K.O. 2 - Final Wrester*	8.99
K.O. 2 - Giants of Europe*	7.99
K.O. 2 - Return to Europe*	7.99
K.O. 2 - Winning Tactics*	5.99
Legend of Billy Boulder*	16.99
League Suit Larry 3	29.99
Light Force	16.99
Line of Fire*	16.99
Liverpool*	16.99
Locom	19.99
Lords of Chaos	16.99
Lost Patrol	16.99
Mad Tank Platoon	21.99
Mad Fly	16.99
Magnus 4	16.99
Manchester United	16.99
Matrix Menace	16.99
Matrix Menace 2	16.99
Mean Streets*	16.99
Microgame Soccer	13.99
Midnight Resistance	16.99
Midwinter	13.99
MIG 29*	19.99
Monty Python	13.99
Mud Sports*	16.99
Murder	16.99
Murder K Jnr	49.99
Narc*	16.99
Navy Seals*	16.99
New Zealand Story	16.99
Nightbreed	16.99
Nightbreed RPG	16.99
Nightshift*	16.99
Nino	15.99
Orbit*	24.99
Oil Road Racer*	13.99
Operation Hammer*	16.99
Operation Razor	16.99
Operation Thunderbolt	16.99
Oriental Games	16.99
Otium	7.99
Overrun (1 meg)*	19.99
Pang	16.99
Paradise 90	16.99
Platinum*	13.99

GAME	PRICE
Player Manager	12.99
Plonk*	16.99
Pool of Radiance	19.99
Popcorn	16.99
Pop Promised Lands	7.99
Powerdrome	7.99
Powermanger	19.99
Prehail 2*	16.99
Procedle	16.99
Puzznic*	16.99
Rainbow Islands	16.99
Rach For The Shies*	16.99
Resolution 101	5.99
Rick Dangerous	7.99
Rick Dangerous 2	16.99
Rubicon	15.99
Rubicon 2*	16.99
Rock Star Ale My Hamster	4.99
Rocky Horror Show*	16.99
Rogue Trooper*	16.99
Rotator*	16.99
Rotos	14.99
RUF Harde	14.99
Search For The King*	16.99
Secret of Monkey Island*	19.99
Secrets of Lufthalle*	19.99
Shadow of the Beast 2	26.99
Shadow of the Beast	19.99
Shadow Sorcerer*	19.99
Shadow Warriors	16.99
Sent-Genevieve	9.99
Silicon IV*	13.99
Sim City	13.99
Sim City Terrain	13.99
Skull and Crossbones*	13.99
Sly Sly	16.99
Snowstrike	16.99
Soccer Maria*	19.99
Speed Ace	26.99
Speedball 2*	16.99
Speedboat*	16.99
Spy Who Loved Me	16.99
Stephen Hardy*	16.99
Strategic*	16.99
Strider*	16.99
Sun Racer	16.99
Stunt Car Racer	9.99
Subtute	16.99
Super Cars	13.99
Supremacy	19.99
Team Suzuka*	16.99
Team Yankee	19.99
Teenage Mutant Turtles	16.99
Test Drive 2 Call Home Chail	9.99
Test Drive 2 Muscle Cars	9.99
Test Drive 2 Supercars	9.99
Test Drive 2 The Duel	16.99
The Immortal	16.99
Theme Park Mystery	9.99
Three First Hour	16.99
Thunderline	16.99
The Break	16.99
TNT*	16.99
Toki*	16.99
Tonk*	16.99
Totom Rical*	16.99
Tournament Golf*	16.99
Tycoon Cereca*	16.99
Tracks Manager	7.99
Track Challenge	16.99
TV Sports Baseball*	19.99
TV Sports Basketball	14.99
TV Sports Football	12.99
UMS	14.99
Un Squadron	16.99
Unreal	19.99
Unlouchables	16.99
Vexx*	16.99
Waka*	16.99
Wheels of Fire	19.99
Wildfire*	19.99
Wings (1 Meg)	13.99
Wings Of Fury*	13.99
Wolf Pack*	19.99
Wonderland*	19.99
World Class Soccer*	16.99
World Class Legend/bound	7.99
World Cup Compilation	14.99
Wraith of the Demon*	26.99
Xpore	16.99
Zany Goll	7.99

JOYSTICKS

Quickjoy Jetfighter	10.99
Quickjoy Mega Board	15.99
Cheetah 125+	6.99
Cheetah Mach 1	6.99
Quickjoy Turbo 2	8.99
Quickshot 3 Turbo (Sega Comp) ..	9.99
Sega Control Stick	13.99

BLANK DISCS

Top Quality Unbranded Disks	
10 x 3.5 DS00	5.99
20 x 3.5 DS00	10.99
50 x 3.5 DS00	23.99
100 x 3.5 DS00	49.99

Branded Disks — TOK

3.5 DS00	1.25 each
5.25 DS00	0.75 each

Sound Express

The Ultimate
Sound Sampler
Only £34.99

E.A. SPECIAL OFFERS

only £7.99 Each

POWEROROME
BAROSTALE 2
ZANY GOLF
KEEP THE THIEF
INTERCEPTOR
HOUNDS OF SHADOW
SWORDS OF TWILIGHT

SPECIAL OFFER

SILENT SERVICE
Now only £9.99

SPECIAL OFFER

RICK DANGEROUS
Play any level version
Only £7.99

SPECIAL OFFER

STUNT CAR RACER
Now only £9.99

SOUND **BLASTER**



PLAY ALL YOUR GAMES WITH ARCADE QUALITY STEREO SOUND

The SOUNDBLASTER is a 5 watt per channel stereo amplifier that comes complete with high quality 50 watt 3 way speakers, power supply and leads and instructions to allow it to be quickly & easily connected to your computer.

The SOUNDBLASTER adds an extra dimension to your games, imagine super stereo sound effects, crystal clear samples and terrific tunes.

The SOUNDBLASTER makes your games come to life, increasing playability and giving greater lasting appeal.

**FREE pair of stereo HEADPHONES with every
SOUNDBLASTER!!!**



VISA

ORDER YOURS NOW



VISA

FOR CREDIT CARD ORDERS, TELEPHONE: 061 228 1831. ACCESS/VISA.

PLEASE SEND ME A SOUNDBLASTER FOR MY _____, COMPUTER

I ENCLOSE A CHEQUE FOR £52.99 OR CREDIT MY ACCESS/BARCLAYCARD No. _____

NAME _____

ADDRESS _____

POSTCODE _____

**SIREN SOFTWARE,
84-86 PRINCESS STREET, MANCHESTER, M1 6NG, ENGLAND. TELEPHONE: 061 228 1831**



NOW TAKEN

**2 William Clowes Street
Burslem
Stoke-on-Trent
ST6 3AP
Tel: 0782 575043**

SALE TIME AT CASTLE SOFTWARE - CAN YOU AFFORD TO MISS THESE
ALL ORDERS SENT 1st CLASS POST, P&P UNDER £6
75p. OVER £6 P&P IS FREE

SOME ITEMS MIGHT NOT BE RELEASED YET

Please send me the following titles

Title	AMTGA	Amount

P & P if applicable

Total capacity

Name: _____

Address

Telephone No.

CLUMP

AGENDA

An Afterburner game in which you dodge 'real' missiles? At the recent Computer Graphics '90 exhibition, at London's Alexandra Palace, were working prototypes of next generation cyberspace coin-ops. Rik Haynes prepares for virtual fun...



VIRTUAL AMIGAS HERE WE COME

The next time you spend a quid at the fair you could be taking on life size sprites with whom you can converse and 'touch' thanks to an Amiga 3000 and a British company using person-machine techniques originally pioneered by NASA.

Not only do Virtuality games look futuristic, but the hardware deck you play them on is verging on sci-fi as well. Looking like a Sega hydraulic coin-op, you sit in a bubble chair while a cybervisor is lowered onto your head

and clamped nice and tight. You use this high-tech head-mount to view computer generated images through stereophonic colour LCD screens. Turn your head and the digital view tracks around with your eyes - giving you a 360° view of a world made not of earth, wind and fire but polygons, sprites and digital data. The Virtuality game is based around the Harrier vertical take-off jump jet. Players have a through-the-cockpit view of realistic representations of trees, rivers, valleys and mountains while blast-

ing enemy fighters out of the sky. The unique aspect of this flight-sim is the ability to see what's to your left, right and back while still travelling forwards at sub-sonic speeds. Simulations will never feel the same again and nothing but VR will do for gamers in the 1990's.

Leicester-based W Industries has developed the world's first Virtual Reality (VR) arcade game system using advanced custom-designed hardware and software. W Industries' Virtuality machine utilises Amiga technology to

- enable the production of an affordable VR system.

'Virtuality allows the user to live within a computer generated world,' says W Industries. 'You can look up, down, behind, to each side - it's real. It's a world created in 360° where objects can be walked round and viewed from every possible angle - even inside looking out! Wild or what?'

The concept of VR, cyberspace and artificial reality dates back to the early 60s when Ivan Sutherland, a professor at the University of Utah, proposed a new way for people to interface with computers using the human sensory systems of audio, visual and tactile.

Over the past few years, people like VPL and Autodesk in America have been developing VR applications for military, scientific and commercial use. Even Nolan Bushnell, the father of the video game and co-founder of Atari, is reportedly developing a consumer VR toy due within the next two years. Japanese companies are also interested in artificial reality systems but seem to be waiting for the Americans to develop the first working models. But now a British company has beat them all to it and produced the first VR video game system.

Dr Jon Waldern, Virtuality's system designer and MD of W Industries states, 'Virtuality enables everyone to explore the full power of Virtual Reality - projecting them into alternate worlds limited only by their own imagination'.

Virtuality systems come as sit down and stand up units. The Visette head-held sensor visor is a stereoscopic viewing system using colour LCD displays and infrared optics. 'Visette also provides a four channel sound system for vectored sound and a tracking sensor which enables the position and angle of your head to be continuously monitored, giving a correct view of the virtual world. An overhead adjuster enables the optimum viewing position and comfortable fit even for users wearing spectacles,' explains W Industries. W Industries has invested a lot of money in both custom-designed and off-the-shelf technology. 'Expaltry is a multi-processor, multi-media computer system developed by us. The system is a low cost, high performance engine which provides computer generated images, multi-channel sound and motion outputs for Virtuality. Mass storage is provided using CD-ROM and hard disk to enable the use of large data bases for simulated virtual worlds.' An Amiga 3000 provides the quadraphonic sound and some auxiliary functions. Players use proportional joysticks to steer vehicles and themselves around Virtuality worlds. The system is networked giving you the option to link-up 10 Virtuality decks for multi-player games. W Industries has already developed a Harrier jump jet flight simulation on the Virtuality platform and is currently developing other games for release early



next year. Virtuality system prices start at £20,000.

W Industries launched Virtuality to an enthusiastic audience at the Computer Graphics '90 exhibition at Alexandra Palace last month. Easily the busiest stand at the show, both visitors and trade competitors queued for hours just to fly a three minute journey in 'cyberspace'. Virtuality arcade units should debut in test-sites around the country within the first three months of '91. W Industries is ruling out third-party software development at present but says the major

Japanese coin-op companies are already interested in its revolutionary new entertainment system. The company refused to divulge any further details on other prospective Virtuality games or licensees.

However, taking into account the ever decreasing price of silicon chips, it shouldn't be that long before these ultra-real coin-ops are licensed for a home-based VR video game system. You'll be able to climb Mars' Mount Olympus or become a Ninja warrior in the comfort of your own bedroom.

EXPALTRY TECH SPEC

Operation

No. of processors: two TMS 34020, two 30482, MC68030 or 40/MC68682
Speed of processors: 25-33MHz
Storage available: CD-ROM - Hard Disc (40-300Mb)
Loading facilities: 0.5M Flash EPROM
Peripherals: CD-ROM 533Mb
Up to four visual channels, additional CD-ROM
mass storage devices

Performance

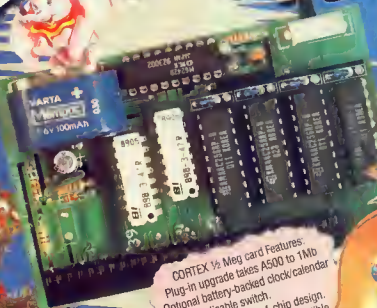
No. of displayed virtual polygons - 30,000 independently, transformed, clipped, shaded polygons per second assuming 50% back faced removed.
Update rate: up to 50Hz maximum
Screen clear: .015ms
Fully configurable up to 1024x768
Up to four visual channels.

Memory

2Mb graphics. Typically up to 16Mb core system (16 Giga possible).

1/2 Meg Expansion £32

P&P



CORTEX 1/2 Meg card Features:
Plug-in upgrade takes A500 to 1Mb
Optional battery-backed clock/calendar
Enable/disable switch
Super low-power 4-chip design
Fast-mem/Chip Mem compatible
3 year guarantee.

£32



CORTEX

Send cheques to: Dept
Memory Expansion Systems Ltd.
Britannia Buildings, 46 Fenwick Street,
Liverpool L2 7NB

(051) 236 0480



(051) 236 0480 • 24 Hour Sales
(051) 227 2482 • 24 Hour Fax

READING THE FUTURE

You don't have to read Russell Grant's guide to the stars if you want to find out what's going to happen in the future. There are far more scientific methods – such as a new book entitled *Towards 2001*, an odyssey into the gadgets we're going to be using on a day to day basis in the Twenty-First century.

Visions of the future are as prevalent in science fiction which only bear a passing resemblance to reality. What *Tomorrow's 2001* offers is a vast array of devices and products which it claims are already past the drawing board and on their way. Many of them, no doubt, won't get far beyond that. Some are too wacky to make it into a script of *The Jetsons*, while others have all the practicality of an ashtray or a lamp. Take the exercise desk, for example, designed for the kind of obese businessman who is just too busy to lose weight. It comes loaded with bike and stair climber pedals for him to work away at like a genie. Other braavares like night golf, the specially powered bracelet and uphill skiing have as much chance of succeeding as a *Tomorrow's World* demonstration. Caution: mad inventions at work.

There's a good deal of interest, too, in enhancing a design that has changed little in centuries — the toilet. One effort offers an intelligent lid with a heated seat but no paper — it wipes your bottom for you and then dries it with a blast of hot air. Another Japanese example of sociological research analyzes what you leave behind and offers a diagnosis on your health. So that's what they mean by the seat of learning.

It's not all frivolous timepieces and techno kitsch though. Amongst the 160 brainwaves presented here are some revolutionary ideas, many aimed at ecological and healthy living – particularly the experiments which are going on into reproducing living skin. Then there's digital hearing aids, sonic parrilliers and smart contact lenses. Better still you'll be able to have your sight defects corrected with a thirty second blast from a laser.

There are devices in Townes 2001 that you'll already have heard of, and the book updates some of them, although its entries are never more than a page long so your understanding of something like Virtual Reality (tailed Virtual World for some reason) is likely to be increased little. Nevertheless it lists CD-ROM, DAT, HDV and smart cards. Even the Amiga and its genlock system make an appearance, though it's been with us for years. Far more impressive is the portable computer on Apple's drawing board which also allows you to watch TV or video and use it as a cellphone or camera.

It half the ideas from this book make it into mass production the world will undoubtedly be a better place. It'll also be a much lazier one too, so maybe the exercise desk won't such a bad idea.

Towards 2001 - A Consumer's Guide To The 21st Century is available through Angus and Robertson, price £4.99

TOWARDS 2001

**A CONSUMER'S GUIDE
TO THE 21ST CENTURY**

MALCOLM ABRAMS
AND HARRIET BERNSTEIN

STYLISH & SENSITIVE
1000-2200 Hz TV
SPF-STERLING SAMEVON
SONIC PATHEMITH
ELECTRONIC BOOM
3-D SOUND
STRESS GUM
GRAPHIC PHONE

PROTON SOFTWARE
Tel: 0462 686977 24 Hour. FAX 0462 673227

Tel: 0462 686977 24 Hour

FAX 0462 673227

[illegible]



Amiga repairs

The official Commodore repair centre is now open for business.

At the Commodore National Repair Centre we have over 100 highly trained technicians committed to repairing and maintaining your Amiga and C64 computers.

Our expertise and experience ensures that your computer is repaired to the highest standard for the lowest cost. And we will repair your equipment within 12 days.

One low payment covers diagnosis, repair, parts, labour and return carriage.

And as an extra bonus, if you reply before December 31st we'll send you a piece of Free Software.

To schedule a repair simply call the number below. Be ready to give us your name, address, computer type, serial number AND type of fault.

Call the Commodore National Repair Centre NOW on

0733 361216

Payment accepted by cheque, PO and credit card. The charges are: £39.95 for the C64, and £49.95 for the Amiga 500 and remember, all calls prior to 31st December receive FREE SOFTWARE



Repair
within
12 days

A500
£49.95
inc. VAT

C64
£39.95
inc. VAT

Free
Software

Free
Software!

ADDITIONALS

With a bewildering array of Amiga peripherals and software packages available, it's often difficult to decide on that all important new joystick or printer. Help is now at hand with the definitive CU guide to help you get more out of your Amiga. Each month we'll be reviewing the very best in books, disk copiers, stereo speakers, disk drives, and other important accessories.

UTILITY SOFTWARE

SOUNDBLASTER

Ever wanted arcade-quality sound from your Amiga? If so, then Manchester's Siren Software have come to your rescue. Soundblaster is a new device which allows you to hook your Amiga up to two fifty watt speakers for better sound quality. The speakers look like they've been nicked out of a car, but they make your games sound out of this world. The main device plugs into the back of your machine, and it sports buttons which allow you to alter the balance and change the volume of the output. In addition, Siren are also giving away a pair of stereo headphones with the device so that if your Xenon II exploits get too loud for your neighbours' liking, you can plug in and still benefit from the improved sounds.

Siren Software
Price: £52.99

PROJECT D

Project D is basically a disk copier program. There are other functions included as well, such as the disk editor which allows you to examine and modify data on the disks from AmigaDOS level right down to the raw MFM level. Not only does Project D allow you to back-up unprotected disks, it also allows certain protected disks to be copied as well. It will even copy disk formats from several non-Amiga operating systems, such as Atari ST, MS-DOS, CPM and Xenix. These will only copy to the same formats of course, not translate to Amiga formats. You can make multiple copies of disks, although since this program is primarily intended to make back-up copies for your own use, the inclusion of

this facility is somewhat dubious. CU would like to make it perfectly clear that we don't condone software piracy in any shape or form.

Verdict: A moderately fast disk copier with a good disk editor and some extra facilities you may find useful.

Evesham Micros (0386 785500) Price: £57.50

AMDS

Billed as 'The Creator' AMOS Basic is designed to make program creation easy - or at least easier than doing everything from scratch. Because the Amiga is quite a complex machine anyone upgrading from a computer like the C64 suddenly found themselves in difficulties when they tried to use all the fancy features. While AmigaBASIC has commands to handle many of the Amiga's features, to write even a half decent game was difficult. AMOS allows programmers to concentrate on the design of the game, without worrying too much about how the fancy effects are actually achieved. With over 500 commands, the AMOS Basic language gives you a power over the Amiga only previously available to the most dedicated programmers. In addition to the AMOS programs there are a number of utilities that come with it. These include a sprite editor, a sprite grabber (which allows you to create a sprite from any IFF format picture), a background screen designer, and a very handy HELP facility which can be loaded into memory for use while you are running AMOS. Also included is AMAL, an animation language which allows you to generate smooth animation sequences for inclusion in your AMOS programs. Animation speeds are quite impressive. There are one or two problems if you own an A1000 with expansion memory, some of the screen displays go haywire and

the system crashes frequently. These occurred while running all of the 4 demo programs supplied as examples. A500 owners shouldn't suffer from these problems though.

Verdict: You still need the original ideas in order to write a games program, but AMOS will make it much easier to achieve a creditable end result. A must for budding games writers.

Mandann Software
(0625 878888)
Price: £49.99

K-SPREAD 3 AND K-SPREAD 4

Renowned for their application software, Kuma have now extended their range with K-Spread 3 and K-Spread 4, two professional spreadsheet systems. The systems are billed as some of the most professional to hit the Amiga, and can load and save DIF, Lotus, ASCII, WKS and WK1 files, and the systems are fully WIMP operated for user-friendliness. Each package sports over two hundred functions and over two hundred logical and financial calculations, and time and date calculations. There is also a facility to define your own functions to suit your needs. These can then be added to the system's menu system. Files can be loaded, swapped and compared and the system automatically senses whether it is a numeric or text file it is handling. K-Spread 4 can do all this, but also has macro and graphic facilities, which allow you to string sequences together and provide graphs of your details respectively. In addition, the graphs can be summoned and redrawn via the F keys. Both come with a 'W' and 'A' Peace size manual, and are available now.

Kuma
Price: £79.95 (K-Spread 3) and £39.95 (K-Spread 4)

THE DIGITAL MUSICIAN

Thalamus are normally associated with their fast action shoot 'em ups, but with *The Digital Musician* they take a brave step into the field of music software. Written by Schleyes, *The Digital Musician* is a complete package that takes you by the hand and guides you through the difficult stages of making music. Amongst its many features, it offers music, sample, pattern, and song editors, and claims that, despite its many features, it is extremely user-friendly. It also sports a MIDI option. The manual is extremely easy to follow and punters about to enter the world of music packages, should give this a whirl.

Thalamus
Price: £29.99

ACCESSORIES

MINI-AMP II STEREO SPEAKERS

If you don't have your hi-fi stereo system in the same room as your Amiga or you don't have a stereo monitor, then you could be missing out on some superb sound. The Mini-amp II consists of two rectangular speaker units and a volume control box. There is also a lead to plug into the serial port, for power. By placing a speaker either side of the TV or monitor, you get the full stereo effect of games, music programs and those excellent demo disks that are always appearing on the PD market. One problem is the very short lead between the Amiga and the volume control box, which

HELTHER SKELTER

AUDIOGENIC SOFTWARE • Unit 27 • Churchchurch Industrial Centre
Forward Drive • Wealdstone • Harrow • Middlesex
Telephone 081 881 1166 • Fax 081 881 1773

Audiogenic



ADDITIONALS

means if you use something like the AS500 Control Centre then it is difficult to adjust the volume.

Verdict If you don't already have a stereo sound facility then give this serious consideration.

Trilogic (0274 678062) Price: £19.99

AS500 CONTROL CENTRE

If you are fed up with all the wires coming out the back of your Amiga, and the fact that the monitor (or TV) has to sit well behind the computer to avoid fouling the plugs and leads, then the solution is at hand. The *Control Centre* fits over the rear of the AS500 and gives a large surface for the TV or monitor to stand on, directly above the computer. There is also a small, full width shelf which will house extra disk drives, papers, and disks. Since the joystick and mouse ports are now tucked away underneath the unit, two leads connect from the back of the Amiga to two sockets on the side of the *Control Centre* so that the mouse and joysticks can be easily removed or replaced. The whole unit is made of metal so will take virtually any weight of monitor or TV. The unit comes in two parts, but needs only four screws to assemble, plus the fitting of two 9-pin sockets into their holes in the side.

Verdict: If you have your AS500 permanently installed somewhere then this is an ideal unit to keep everything neat and tidy.

Premier Micros (0480 300738) Price: £49.95

GS4500 SCANNER

Datel have improved on their GS4500 hand scanner and the result is an even clearer image, thanks to the custom LSI chip that has been added. Continuing

these improvements, they have also added to the scanner's software and it now features the ability to merge two scans, along with a number of new editing commands. In addition, Datel are now bundling the scanner and software with *Photon Paint Illustrator*, making it one of the better value scanners around.

Datel
Price: £169.99

ACTION REPLAY MK III

Also from Datel is the new, updated *Amiga Action Replay* cartridge. The new MK III version still has all the facilities that the first one had, but has had a Music Sound Tracker, instant DOS commands, a boot selector, and an Autofire manager added making a powerful and extremely useful development tool. Also, for people who feel the need to save screens from their games to show off high-scores and the like, whereas the first unit required a bit of hassle as you tried to get it to save as an IFF file, the new software saves it down as IFF straight away. Similarly, snatched music is saved straight to DOS. A few other rough edges have been smoothed off, too, and there is also a version out which will fit the A2000 which costs ten quid more than the price listed below.

Datel
Price: £59.95

THE PHASER

This device taps into the internal and external drive signal lines of the Amiga and enables the user to see exactly what happens when the computer accesses the disk drive. It comes in a smart white and grey plastic box, and measures 3 inches wide by 6 inches long and 1 1/2 inches deep. The unit can be plugged into the external drive socket of the Amiga and has four independent functions, each one indicated by at

least one high intensity LED. Two LEDs indicate which side of the disk is being written too or read and another lights up when the computer is accessing the external drive. A useful write protect switch at the back of the unit will write protect disks in all drives, even if the disks themselves are unprotected. This will stop all viruses from being written to any disk.

The most important feature of this unit is in detecting viruses. For a virus to be destructive, it must first write to the disk. The write light of the *Phaser* will flash on at any time the disk is being written to. Boot block and Link viruses both write to disk within 10 seconds of switching on the computer. All you need to do is watch the indicator and if it lights you've got a disk virus.

The *Phaser* normally costs £34.95, but if you cut out the coupon on this page it's yours for only £24.95 plus £1.25 p&p direct from the inventor. Please make all cheques payable to John Dudley and send to 118 Middle Crockerford, Basildon, Essex SS16 4JA.

MINIGEN

A mini-genlock device to allow you to combine a TV (or VCR) picture with the display from your Amiga. This is a budget model aimed directly at the home market and means that you can now use the Amiga to title and even interact with your

home videos. The unit is the same size as the TV modulator box and plugs into the same socket. There is a three position switch which displays the Amiga graphics only, the video signal only, or a combined picture. In the combined picture the video signal replaces the background colour on the Amiga screen. Thus a coloured title on a plain background will show up as a coloured title superimposed on your video picture. The output signal from the *Minigen* is composite video so if you are used to using an RGB monitor the combined picture will lose some of the fine detail of the Amiga screen.

Verdict: If you are into home videos in a big way then this is well worth considering.

Applied System
Developments Ltd.
Price: £115

AUDIOMASTER III

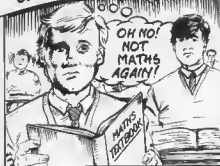
Famed for their *Expert* cartridge, Trilogic return to the field with a new Amiga sampler. The *Audiomaster III* software is billed by the company as the 'finest piece of sampling software available for the Amiga', and it runs on any 512K machine, although those of you with extra memory can take advantage of a few additional features. Amongst the many features, there is a CD simulator for censer sound, and it can also sample at an impressive 52.8K samples per second. Also, adding to the software's value, Trilogic are throwing in a free MK2 Stereo Sampler. This useful piece of kit complements the new software and can handle the last sample rate at over 100K a second. *Audiomaster III* also houses a state-of-the-art sampling chip. For a measly extra fifteen quid, Trilogic have added a printer through port to avoid any annoying pulling of cables, allowing the sampler to be kept plugged in all the time.

Trilogic
Price: £99.99.

CU £10 OFF VOUCHER

This voucher entitles me to £10 off the regular price of *The Phaser*. Only one voucher per order.
Offer closes 31st December, 1990.

ONE DAY AT SCHOOL ...



OH NO!
NOT MATHS
AGAIN!

AND MR JONES
IS SUCH A
ROTTER!!



YOU KNOW
YOU TOLD ME
ABOUT THE SCHOOL
COMPUTER
CLUB?

YEAH?

WELL I RANG
F.A. 6.T. AND TOLD THEM
ABOUT IT.



AND HOW MR JONES
LETS EVERYBODY COPY
SOFTWARE, AND EVEN DOES
IT HIMSELF?

I'M NOT SURE WHAT
THEY'LL DO, BUT THEY
WERE INTERESTED



I HOPE THEY
GET HIM



THEN I'LL
SHARE THE REWARD
WITH YOU!!

£1000 REWARD

THIS CAMPAIGN IS ORGANISED BY

ELSPA



ANY INFORMATION ON PIRACY SHOULD
BE PASSED TO F.A.S.T. (THE FEDERATION
AGAINST SOFTWARE THEFT)

TELEPHONE 0386 833501

FOR INFORMATION
LEADING TO A
PROSECUTION
& CONVICTION



PIRACY
IS THEFT

FOOTBALL CRAZY

The Most AUTHENTIC MULTI-MANAGER Football Game Has Finally Arrived After 2 Years Research & Development The Ultimate Game Is Ready And Waiting To Test Your Skills FEATURES INCLUDE:-

Multi-Manager Game for 1 to 4 Players

Full UK and European Cup itinerary including FA League, Zenith Data, Leyland Dai, European, Cup Winners and UEFA Cups. All Cup matches are played to the precise rules, eg 2 Leg Ties, Extra Time, Away Goal Rule, Seeded Draws, Penalties, etc

Complete league line up with 20 1st division teams and 24 in the 2nd, 3rd and 4th. End of season Play-offs with expulsions

All team summaries are the real ones for all 92 clubs (CURRENT 88/89 SEASON)

Historic Records are maintained for 6 seasons with the ability to call up all previous results against your next opponent

A lively Transfer Market to Buy and Sell Players with an end of season deadline Player Loans, Free Transfers with Approach & Offers on players or trainees

Managers can be sacked or offered jobs at better teams

Answers are displayed in a pleasant format, which is easy to use and comfortable to read PRINTER facilities also exist

Complete Instructions, for the beginner, are provided in a 16 page booklet

and would you believe it doesn't stop there! We have included many other line items which are just impossible to list in this space. They include all the regular weekly you would expect like loading & saving your game, player injuries plus much, and more. The most genuine implementation of a Football Managers hectic season awaits you for only £19.95

Toke Your Team To The Top And Win The Double.

Or Are You Good Enough To Win The Quadruple Crown. Never Yet Achieved By A League Team Manager.



Available for the Amiga & All Atari STs PC Version Coming Soon

MAIL ORDERS

Send £19.95, Guaranteed Cheque / Postal Order / Credit Card Details to



32D Southchurch Road,
Southend-on-sea,
Essex SS1 2ND.

Orders outside the UK please add £1.00 extra

TELEPHONE ORDERS

(0702) 600557 FAX (0702) 613747
Out of hours Answer Phone

AVAILABLE
FOR IMMEDIATE
DISPATCH

ADDITIONALS

PRINTERS

STAR LC-10 COLOUR

With the Amiga's colour graphics of such importance to the appeal of the machine, many users want to be able to capture the images on paper. The Star LC-10 is a popular printer and the colour version will work well with the Amiga. The preferences printer driver must be selected as the EPSON JX 80, which the Star printer emulates. Although there are only four colour ribbons (Red, Yellow, Blue and Black), these colours are mixed together by overprinting to give a wide range of shades. Unlike an inkjet printer, which normally gives fairly faithful colour reproduction, the overprinting method with a dot-matrix printer like the Star does sometimes leave the overall picture rather darker than it appears on screen. While you can compensate for this by using the primary colours more than subtle shades, this does not help when printing predefined pictures from D-Print etc. Despite this, the ability to print out a picture in colour has got to be a major advantage over a straight black and white printer. Text is just as good as the standard B&W version and a normal black ribbon can be fitted to save wasting the expensive colour ribbons. You cannot upgrade from the B&W Star LC-10 to the colour version, so if you think you may need colour printing in the future, go for it now.

Verdict: A good all round printer with good quality text and adequate colour printing.

Star Micronics Ltd

Price: £298

OKIMATE 20

For sheer value for money it would be difficult to beat the Okimate 20. It prints in colour using a thermal transfer ribbon, which gives a cut of high quality, waxy feel to the picture. The quality of the colour can only be described as very good, particularly when you consider the

price. Unfortunately the quality of the text leaves a lot to be desired, so this cannot really be considered as the only printer if you have a need for good quality letters etc. The Okimate 20 is a very small printer and the actual size of a full screen picture is smaller than on most other printers. It is also extremely slow, particularly if the whole picture requires to be coloured in (ie no white background). The ribbons have the colours laid down one after the other, rather than in four continuous stripes, and since they are only single pass ribbons you will use them up at a fair rate.

Verdict: Despite some shortcomings, if you want a printer mainly for dumping colour graphics then this is good value for money

Ok

Price: £149.99

CITIZEN 124D DOT MATRIX PRINTER

Just in time for Christmas Citizen have unveiled the 124D 24-pin dot matrix printer. Citizen reckon that the printer is a perfect entry printer which is one of the most versatile on the market. It can produce charts, diagrams and graphs with minimum of effort, and can print at 120 characters per second while in draft mode. Also, bearing in mind that Citizen are aiming it at the home user they have made it simple to use thanks to a colour-coded control panel. Likewise, it can be made to print on either fan-fold paper or single sheets - the latter of which are useful for headed documents. Citizen will be supporting the machine with a variety of accessories, including a selection of sheet feeders, a stand, a serial interface and a memory expander. Finally Citizen are offering an incentive to new buyers, in so much that any one who buys one will receive a full guarantee on all parts and servicing requirements for the next two years.

Citizen

Price: £279 (EXC VAT)

ADDITIONALS

EDUCATIONSOFT

FUN SCHOOL 3

Database continue their Fun School 3 series with the addition of three more packages. Each aimed at a different age group, there are learning games for 5-7 year olds, over 5s and over 7s. The games are very simplistic and involve elementary puzzle solving, but they are bound to please the younger members of the household who may be don't get to use the computer very often. The presentation is about as good as you are going to get, with colourful and simplistic sprites brightening it up and making the games fun to look at - vital if you want to keep a kid's attention for more than fifteen minutes. In all, these packages are well worth a look, they should keep their respective age groups going for a while, and with six games per package, they probably won't get bored too soon. Well worth a gander.

Database
Price: Not available at press time.

BOOKS

AMIGA FOR BEGINNERS

Many first time users of the Amiga complain that the supplied manuals really don't go into enough detail. This book is intended to take the beginner through some of the features of the Amiga in a more logical manner and to explain things in a more understandable way. There are some things which could easily have been left out, how to unpack the machine, for example. However, the book does go into more detail than the manuals about many aspects of the Amiga and the explanations are certainly clearer. Included are four example programs in AmigaBASIC

with the reasons why particular constructions have been used. Other areas included are: Workbench, AmigaDOS and the CLI, a rather too short glossary of computer terms and a 'First Aid' section for use if something goes wrong. Again, this section is really too short to be of great value. There is a companion disk available with all the BASIC programs on it.

Verdict: If you really are struggling with the manuals then you could do a lot worse than this book, but it does have its limitations as well.

Abacus
Price: £12.95 (Companion disk £14.75)

AMIGABASIC INSIDE AND OUT

Those people who have tried to write AmigaBASIC programs using just the CBM manual on the subject will have quickly realised that you almost have to know a command exists before you can look it up to see what it does! This book goes into detail about all aspects of AmigaBASIC, explaining the many examples and allowing you to progress in a logical fashion from simple programs through to some quite complex constructions. All the main areas of the Amiga are covered and like many of this series of books there is a companion disk available to save you having to type in all the example programs.

Verdict: If you want a comprehensive guide to using AmigaBASIC, then this is money well spent.

Abacus
Price: £18.95 (Companion disk £14.75)

JOYSTICKS

RACEMAKER

An unusual joystick in that it is shaped like the control handles on an aircraft, with fire buttons on the tops of the two handgrips. It also has a variable rate auto-fire capability controlled by a rotary switch on the base. Although it looks es-

though it will give proportional control it is a straight on-off type joystick and doesn't give a very firm feel, particularly in the up/down directions. Despite this it is still great fun to use, particularly for car race games and flight simulators.

Verdict: Definitely has appeal, but a little pricey for general use.

Euromex (0262 601006)
Price: £36.75

ULTIMATE RAPID-FIRE

This wide base, metal shafted joystick will really let you kill those aliens. There are no less than 4 big red fire buttons, two either side of the stick. Combined with a variable rate auto-fire control, this means that it can be used comfortably by virtually anybody, either left or right handed. Fitted with fast-acting micro-switches, it will stand a lot of punishment. **Verdict:** Although expensive, this is the one I'd use if playing for a long time.

Euromex (0262 601006)
Price: £26.40

WE'RE TALKING ABOUT YOU...

ADDITIONALS OFFERS THE READER A CONCISE YET COMPREHENSIVE GUIDE TO AMIGA UTILITIES, PERIPHERALS, MUSIC AND GRAPHICS PACKAGES.

IT'S EASY-TO-READ, DOESN'T DRONE ON, YET IT PACKS IN THE FACTS.

PLEASE HELP US MAKE THIS SECTION EVEN BETTER BY KEEPING OUR REVIEWERS INFORMED OF YOUR PRODUCT UPDATES. CHRIS DURHAM HAS MASSES OF EXPERIENCE REVIEWING HARDWARE PERIPHERALS; ROBERT PERRELL IS AN AMIGA ARTIST WHO HAS CONCENTRATED ON DEVELOPING TV COVERAGE OF AMIGA GRAPHICS; MARTIN WALKER IS A MUSICIAN OF REPUTE AND HAS BEEN RESPONSIBLE FOR SOME OF THE MOST MEMORABLE GAMES SOUNDTRACKS.

WRITE TO US NOW. MARK YOUR LETTERS FOR THE ATTENTION OF CHRIS, ROBERT OR MARTIN
c/o ADDITIONALS, CU AMIGA,
PRIORY COURT,
30-32 FARRINGTON LANE, LONDON EC1R 3AU.
WE'RE WAITING...

QUICKSHOT II PLUS

The old, trusty QSII joystick has been given a new lease of life by the inclusion of new micro-switches which give a much more responsive feel. In the past, the Quicksots have been heavily criticised for their lack of strength and responsiveness, and the addition of the switches should ensure that they have a more positive feel and that they last a lot longer than their switchless predecessors. This is a major improvement over the previous version and should mean not only faster response, but longer life too. Also, at the surprisingly low price, this will definitely be a worthwhile buy for little Jimmy or Jemmette to complement the new machine they got for Christmas.

Verdict: A new version of an old favourite which is good value for money.

Spectravideo
Price: £7.75

AMIGA - ATARI ST - PC / PS - AMSTRAD CPC / CPC+ / GX 4000 - C 64 - SPECTRUM



DICK TRACY

THIS TIME THEY'RE OUT TO GET HIM!

RETRACE
THE STEPS
OF DICK TRACY,
THE WORLD
FAMOUS
COMIC STRIP
DETECTIVE,
IN THIS SUPERB
COMPUTER
CONVERSION
OF THE BLOCK
BUSTER MOVIE.

THE COMPUTER GAME

It's time to take on the mob which has sworn to get you! Grab that famous hat and coat and hit the streets in search of Big Boy Caprice and his gang. But watch out for their traps hidden around every corner. Choose your weapon track down the ugly mobsters and brace yourself for the fight of your life.

- 60 LEVELS OF RED HOT ACTION.
- STUNNING MOVIE STYLE SPECIAL EFFECTS.
- SUPERSMOOTH ANIMATION.
- SUPERB MUSIC INSPIRED BY THE FILM.
- REALISTIC FILM AND COMIC STRIP COLOURING.

Developed by:



TITUS
SOFTWARE



For more information please call 0268 541212

DEALERS

DIRECTORY

SOFTWARE HOUSES

Activision	0754 311885
Atari Minda	061 228 2713
Ballistic Games	061 804 8100
App	0222 82513
Atari Phoenix	0705 391866
Amiga Software	0753 33344
Asahi	0792 403359
Atari	0433 329325
AtariGard	061 801 8168
Blue Jelly	07532 92003
Blue Ribbon	0832 321134
CB	061 885 7232
Cad	0322 321134
Cage Masters	0606 814132
Card Design	0332 287787

Creative Materials	061 773 8331
CR	061 830 2818
Gen Games	0462 816411
Gen Design	051 709 3919
Digital Integration	0276 844259
Digital Magic	051 423 3943
Danish	061 780 2222
DS Software	061 443 1936
Electronic Arts	0753 49442
Electronic Zoo	0458 847906
Epic	0622 55832
Enigma	0686 541126
Enigma	0822 55832
Enigma	061 885 7232
Enigma	0276 20228
Enigma Games	0870 625804
Enigma	0342 783425
Enigma	0235 632939
Enigma	0742 587665
Enigma Design	061 773 3618
Enigma Operations	0832 555917
Enigma	0238 372250
Enigma	010 4171
Enigma	074919

Enigma	0754 814478
Enigma Fields	0432 878026
Enigma	0635 873658
Enigma	071 727 8070
Enigma House	071 727 8070
Enigma	0726 58020
Enigma	0680 504326
Enigma	0623 5832
Enigma	044 485545
Enigma	071 828 1454
Enigma	061 440 9815
Enigma	061 832 6636
Enigma	0754 817421
Enigma	071 275 0751
Enigma	0273 801882

Prose	061 860 4142
PSG	0203 867858
Payproton	061 708 5756
Real Time	0536 488948
ROB Studios	0825 812600
Software Business	0480 495497
Supersoft	061 861 1188
System 3	061 805 5892
Thalamea	0734 817281
Thal	0826 541126
US Gold	061 825 3388
Virgin	091 727 8070
Walking Choice	061 787 1224
Wordperfect	0606 805030
Zappata	091 365 7755

HARDWARE

Commodore UK	0628 770058
Datal	0752 273615
Dynamics	061 835 7232
Epica	061 902 8692
Euromax	0552 830541
Konix	0495 350191
Star	0622 710000

NON-COMPUTER HARDWARE

Atained	0277 228858
Canon	061 459 1256
Casto	061 450 8131
JVC UK	061 450 3082
Mitsubishi	0833 34818
Olvetto	061 785 8586
Philips	061 888 2168
Samsung	061 301 0168
Sharp	061 205 2333
Sony	0784 61086
Toshiba	0632 785598

SOUND UTILITIES

Dual	0738 272516 (Pro Sampler Studio, Jammer & Hardware)
Electronic Arts	0753 49442 (Deluxe Music)
Microprod	0726 58020 (Master Sound)

The Software Business 0480 495497 (Music X, Music X, Inc, TFM)

GRAPHICS UTILITIES

Electronic Arts	0753 49442 (Deluxe Paint 3, Deluxe Video etc)
Mandarin Software	0625 878858 (AMOC)

LEADING BRITISH SOFTWARE HOUSE TO GIVE AWAY 100,000 GAMES!!

IF YOU WANT A SHARE OF THE GREAT £X MILLION SOFTWARE GIVEAWAY THEN YOU MUST READ ON.

ONE OF BRITAIN'S LEADING SOFTWARE HOUSES HAS PLEDGED TO GIVE AWAY 100,000 GAMES IN WHAT MUST BE THE LARGEST SOFTWARE GIVEAWAY TO THE PUBLIC IN HISTORY. THEY ARE WILLING TO GIVE AWAY 3 AMIGA TITLES FROM THEIR EXTENSIVE RANGE. REMEMBER, THESE ARE FULL WORKING VERSIONS AND NOT DEMOS OR SAMPLERS LIKE THOSE FOUND ON MAGAZINE COVERDISKS, THIS IS THE REAL McCoy!!

OUTLANDS
THIS PREMIUM GAME STILL COSTS £20.00 IN THE SHOPS AND CAN BE YOURS FREE!

DIZZY DICE
FANTASTIC FRUIT MACHINE FUN ON YOUR AMIGA

SPIDERTRONIC
RECEIVED A 903 ACE RATING "A GREAT GAME"

QUESTION. WHY SHOULD ANYONE WANT TO GIVE AWAY GAMES?

SHOULDN'T THEY BE DECLARED INSANE AND LOCKED UP? APPARENTLY NOT, A SPOKESMAN FROM THE COMPANY SAID "ONCE YOU PLAY OUR GAMES WE ARE CONFIDENT YOU WILL BUY OTHERS FROM OUR GREAT SELECTION OF AMIGA TITLES."

Q. SO WHAT ARE THESE GAMES LIKE?

WELL, WE FEEL THE REVIEWS AND AWARDS SPEAK FOR THEMSELVES PUT SIMPLY, THESE ARE GREAT GAMES.

CHOOSE FROM

OUTLANDS SPIDERTRONIC DIZZY DICE

OR TAKE ALL 3 FREE!

Q. SO WHAT'S THE CATCH?
A. WELL THERE IS NO CATCH. ALL THE COMPANY ARE ASKING IS THAT YOU PAY FOR THE COST OF THE DISK, THE SHIPPING AND HANDLING AND THE GAME IS YOURS FREE. THERE IS OF COURSE ONE RESTRICTION AND THAT IS THIS OFFER IS STRICTLY LIMITED TO 3 GAMES PER CU AMIGA READER.

SOUNDS LIKE A GOOD DEAL GUYS!

AS FOR THIS DISK, HANDLING AND SHIPPING CHARGE WELL THEY ASK £2.00 PER GAME OR IF YOU WANT ALL THREE GAMES ON THREE DISKS THEN JUST £5.00.

"SO LET ME GET THIS STRAIGHT" I SAID. "IF I SEND YOU GUYS FIVE GUILD, YOU WILL SEND ME 3 GAMES WORTH UP TO £30.00 IN A SHOP"

THE GENTLEMAN SAID.. "YES" NOW THAT'S A GREAT DEAL THAT'S TOO GOOD TO MISS.

YOUR GUARANTEE

ORDER WITH CONFIDENCE NOW IF YOU ORDER AND WE CANNOT SUPPLY BECAUSE WE HAVE GIVEN AWAY THE 100,000 FREE GAMES THEN WE WILL SEND YOU YOUR MONEY BACK IN FULL

SEND YOUR CHEQUES OR POSTAL ORDERS PAYABLE TO "FREE GAME OFFER" STATING THE FREE GAMES YOU WANT NOW!! TO:

FREE GAME OFFER
DEPT. CU1
MAYFAIR HOUSE
HILLCREST
TADLEY, HANTS
RG27 6JH

FOR AMIGA

FREE GAME OFFER

* ALL GAMES ARE FREE, YOU MUST PAY FOR THE DISK, SHIPPING AND HANDLING AS QUOTED

TELEPHONE ORDER (0727) 56005

& FINALLY...

TOP TWENTY AMIGA CHART

- 1 F-19 STEALTH FIGHTER (MICROPROSE)
- 2 ADVANCED FRUIT MACHINE (COOEMASTERS)
- 3 TREASURE ISLAND OZZY (COOEMASTERS)
- 4 YOGI'S GREAT ESCAPE (HI-TEC)
- 5 TARGHAN (ACTION 16)
- 6 KICK OFF 2 (ANCO)
- 7 CORPORATION (CORE DESIGN)
- 8 CADAVER (MIRRORSOFT)
- 9 DRUM STUDIO (ACTION 16)
- 10 CAPTAIN BLOOD (ACTION 16)
- 11 OUAROIAN ANGELS (COOEMASTERS)
- 12 FAST LANE (ACTION 16)
- 13 RUFF AND REDDY (HI-TEC)
- 14 INDIANAPOLIS 500 (EA)
- 15 TURBO CUP CHALLENGE (SMASH 16)
- 16 TURRICAN (RAINBOW ARTS)
- 17 THE SPY WHO LOVED ME (DOMARK)
- 18 SUPREMACY (VIROIN GAMES)
- 19 GREMLINS 2 (ELITE)
- 20 IRON TRACKERS (SMASH 16)

TEN FILMS THAT ARE JUST RIPE FOR LICENCING...

1. Westworld.
2. The Ultimate Warrior.
3. Escape From New York.
4. Bedknobs And Broomsticks (especially the football scene, howsa'bout it, Anco?).
5. West Side Story.
6. Young Guns.
7. Eraserhead.
8. Reanimator.
9. Shirley Valentine.
10. Mr. Bean.

TEN OF THE MOST ANNOYING THINGS IN THE CU OFFICE.

1. Severe apathy when it's someone's turn to go to the shop.
2. The lack of biro.
3. The lack of loo roll when it's most needed...
4. Deadlines.
5. People shouting when you're on the phone.
6. Software houses moaning when a game gets a bad review.
7. ACE.
8. The mess.
9. Dan conveniently forgetting his wallet at lunch time.
10. Mark Patterson's continual existence.

WHO'S PLAYING WHAT...

Steve James. Z-Out,
Lemmings demo,
Powermonger.

Dan 'hypochondriac'
Slingby: Supremacy (boring
git!), Spiderman, Z-Out.

Mark Patterson: Lemmings
demo, Fun School 3, Buck
Rogers.

Steve Merrett: Z-Out,
Masterblazer, Kick Off II (still).

Tony Dillon Nitro, Z-Out,
Savage Empire (PC)



TOP FIVE DUBIOUS GAME NAMES

SIN CITY

STIMULATOR SIMULATOR

TARBUCK THE WARRIOR

3D BAR MITZVAH

NINJA MASSAGE

CU

SELL-OUT



TO BE SEEN IN SELL OUT
CALL TINA ZANELLI ON 071 251 6222

THE NOTE'S 0898 299 388
GAMES SECRETS
MEGATIP GAMESLINE
NEW MESSAGES EVERY WEEK

TONY TAKOUSHI 0898 299 390
CONSOLE LINE games clips news-gossip

DARE YOU RING THE
NAUGHTY JOKE LINE
0898 800 208
JOKE OF THE CENTURY 0898 800 206
FAT FREDAS RUDE JOKES
0898 800 207

HORROR LINE
0898 800 208
AUSSIE NAUGHTY JOKES 0898 800 209
TASTELESS TIM'S BAD TASTE JOKES 0898 800 210
ROGER SMELLEE 0898 800 211

GUNFIGHTER
USE YOUR VOICE
TO OUTDRAW
THE GUNFIGHTER
CASH PRIZES
0898 31 35 90

MONEY! MONEY! MONEY! Make lots of
£ for free disks send S4 to Jason
Allen, Wrayville, 28 Westford Road,
Oxton, Brimingham, Merseyside L43 9UD

AMIGA SOFTWARE for sale buy the
latest for only 1 pound per disk! Please
write to: Home De Koning, Grijpeland
227 3161VP Rhod, Holland

3.5" DS/DD DISKS

High Quality Unbranded fully guaranteed Inc labels

10 — £4 75 50 — £21 75
100 — £41 50 500 — £179 95

Best Byte (CU12)
46 Nevill Avenue, Haze BN3 7NA
See advert on page 178 for details

I WANT TO SWAP new stuff with people
all over the world. Send disks and letters to
Kjet Erik Smiley, Skjaret 21 6800
Forde, Norway

AMIGA SOFTWARE FOR SALE! Contact
me for buying the latest and/or older
software from 1 pound per disk. Write
to: Thomas Torg-Steigmann 10c, 0253
Oslo 2, Norway

AMIGA USER with many new and hot
stuff wants fast contacts. Send all letters
or disk to Neil Whitel, PO Box 16, SARVA
31921, Saudi Arabia. All letters 10%
reply. Start willing!

BLAMIGAI! The new Amiga fanzine
packed with reviews, news, tips and
bookie humour. 4 free PD's. Send £1.50
and blank disk to: Blamiga 5,
Beechwood Park, Deans Ears West
Luton

WCLB - AMIGA, New 3 Course Disk.
Play the US Masters, Augusta National.
Authentic variances to pin, hazards etc.
Produced to score America
tournament course Augusta + 2. Sit
in! Cheques to J. Cauley C/Disk 34
Aintree Road, Calmore, Solon, SO4 2TL

ADVERTISERS' INDEX

ABOTS 152
ACTIVISION 30
ANDO 20, 21
ANDREW ANOCOWAN 135
AUDIOGENIC 166
AYESOFT 174
BEST BYTE 174, 178
B LVERS 178
BLITTERCHIPS 147
CASTLE 156
COMMODORE REPAIRS 154
CORE DESIGN 113
CORTEX 148
CRAZY JOES 148
OATEL 117, 118, 119, 120, 121
ODIGCOM 130
OIAMOND 70, 71
OIMARK 11, 53
DOWLING 124, 125
ENTERTAINMENT INT. 79, 42, 171
ESP 168
HARWOODS 104, 105, 106, 107
HANDISOFT 168
HOBYTE 172
IMPRESSIONS 28, 57, 87, 110

INPHOLINK 118
INTERCEPTOR 173
INSTAMATIC 176
INTERMEDIA 134
JOKELINE 178
KRISALIS 83
KADSOFT 150
MAGNETIC MEDIA 146
MEGACITY SOFTWARE 148
MERLIN 130
MICROPROSE 14, 15, 45, 46, 47, 72
MICROSMART 162, 163
MINOSCAPE 81
MIRROSOFT 79, 84
MOOULE MIX 137
MICROTECT 54
NBS 144
NEWTONS PO 146
NOVA PO 146
OFFICIAL SECRETS 36, 37
OCEAN 28, 51, 75, 86, 120, 176, 180
PALACE 128
PD SOFT 147
PCS INT. 118

PREMIER MAIL ORDER 154
PREMIER PO 150
PROTON 181
REC OIL PD 150
17 BIT 149
SILICA SHOP 85
SIREN 155
SOFTWARE CITY 138
SOFTWARE BUSINESS 4, 5
SOFTSELLERS 58, 59, 158
SOFTWARE SUPERSTORES 138
SOUTHERN PD 147
SUPERVISION PD 148
START 146
SYSTEM 3 12
TRACK 142
UBISOFT 32, 33, 96, 114
US ACTION 100, 101
US GOLD 2, 3, 48, 99
VIRGIN 42, 84
VIRUS FREE PO 150
WORLDWIDE 84
ZANELLI'S DOMAIN 176

& FINALLY...

SPORTS FOR WHICH THERE ARE NO DECENT SIMS

DWARF CRUICKING
FOX HUNTING
PING PONG
LAWN BALLS
CONKERS
TIDDLYWINKS
WEIGHT LIFTING
NOT AIR BALLOONING
TOSSING THE CABER
POTATO SACK RACE

OLD FAVES WE'D LOVE TO SEE ON THE AMIGA.

Pilstop II.
 Uridium.
 Target Renegade.
 Salamander.
 Thing On A Spring.
 Combat School.
 Bouncer.
 Beimen (the old 3D one).
 Beach Head.
 Road Runner.

THE OLD GAMES WE DON'T WANT TO SEE (guaranteed to make a few software houses cringe).

Alice In Wonderland (Audlogenic).
 Knight Rider (Ocean).
 World Cup Carnival (U.S. Gold).
 Caesar The Cat (Mirrorsoft).
 Room 10 (CRL).
 Superman (Beyond).
 Friday The 13th (Domark).
 Imhotep (Ultimate).
 Comic Bakery (Ocean).
 Rock'n'Wrestle (Melbourne House).

TEN GAMES THAT STILL HAVEN'T MADE IT.

Mars Cops.
 Dick Special.
 Blazing Barrels.
 Combat School.
 Renegade.
 A Nightmare On Elm Street.
 Outrun Europa.
 Charlie Chaplin.
 Terrarium.
 Dynamic Debugger.

WONDERFUL XMAS GIFTS from innovations

SPEAKING SCALES - It'll tell you your weight

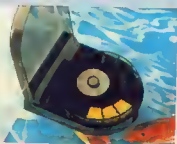
INDESTRUCTIBLE TIGHTS - your aunty will love 'em

THE HAMMER THAT COULD SAVE YOUR LIFE - may you never have need to use one.

AUTOMATIC FISH FEEDER - Who looks after your pet fish when you're away on holiday?

ELECTRONIC BIBLE - for the born again Christian in your family

THE ELECTRONIC IN-CAR COMPASS - great news for back seat drivers



FIVE FAB THINGS IN BUS FAYRE

- THE ENTHUSIASTS MAG FOR THE BUS SPOTTER

EXCLUSIVE FEATURE! THE GUYS OF THE AA MOTOR SERVICES
COLOURVIEW! CENTRE PAGES CHOCK-A-BLOCK WITH PUBLIC TRANSPORT

EVENTS! ENTER THE PLYMOUTH BUS RALLY NOW!
RE-PAINTS! ARE BUSES IN YOUR AREA CHANGING THEIR LIVERY?

UNEXPLAINED PHENOMENA!
 BLACK HORSE BUS
 NCD557M FROM SOUTH-DOWN WAS SEEN IN LORD STREET, GRAVESEND IN OCTOBER 1988!!!

BUS FAYRE

THAMESDOWN'S SECONDHAND FLEET
 MIDLAND FOX EXPANSION NORTH WALES IN 88
 THE BRISTOL LM IN THE NORTH EAST
 AA MOTOR SERVICES GUYS FLEET NEWS
 NEW TIMETABLE STANDARDS
 THE LATEST REGIONAL NEWS



CU AMIGA - THE TOP GAMES FIRST!

YEAR IN REVIEW Steve, Dan and Mark take a look back over the last year and pick their top games. With hundreds of games to choose from it's gonna be tough. Place your bets now for the best game of 1990.

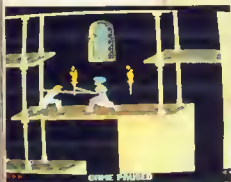


REVIEWS In a packed issue, CU's team of dedicated joystick jocks bring you up-to-the-minute reviews of the games you'll be playing in the new year. We take a look at three exciting sequels, USG's *Sinder II*, Miramax's *Speedball 2* and Domark's *Hard Drivin' 2*, all hoping to emulate the success of their predecessors. Gremlin rev up with *Rally GT4* and Psygnosis go cute with the wheezy *Lemmings*, stars of this issue's cover disk. Other corks include *Prince of Persia* (Domark), *Wrath of the Demon* (EI), the long-awaited *Link Tracy* (EI), coin-op conversions of *S.T.U.N. Runner* (Domark) and *Line of Fire* (US Gold), and the Soviet super-fighter, *MI6-29* (Domark).



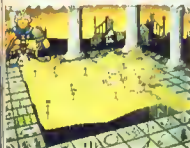
Flying in low and fast for the reviews section next issue is Domark's *MI6-29*.

IN DEVELOPMENT CU's monthly peek behind the scenes takes a gander at *Exterminator*, Audlogenic's conversion of the original coin-op, and exclusively previews Virgin's BIG game for 1991, *Viz*, based on the hugely successful comic book.



Domark's *Prince of Persia* looks likely to be one of the top games for next year. Read the CU review next month.

Let the Power. Play To Win gives you the scoop on how to beat the rival Captains and conquer the lands of EA's *Powermonger*.



AGENDA CU looks into the future of gamesplaying with a special report from the New York Entertainment Show. Read about the latest new age games, interactive toys and cyberspace systems. We also visit Biosphere 2, an artificially created and self-sufficient environment in Texas which will be home to six people for the next two years. If it proves a success, the project will pave the way for deep space missions in the 21st century.

WIN WIN WIN The CU Compos return with a vengeance. We've lined up some superb competitions with all the top software houses and over the next twelve months CU readers can win videos, cameras, CD players, holidays, pinball tables and coin-ops aplenty. It all starts next issue, so don't miss out. There'll also be news of another stunning CU promotion with lots of free gifts courtesy of a top software house.

DISK NUMBER NINE Our eighth disk promises to be something special. We've got an entire game awaiting you from a top software house as well as a playable demo of EI's *Wrath of the Demon*.

PLAY TO WIN The best player's guide to the top games gets even better with special features on *Supremacy*, *Powermonger* and *Buck Rogers* plus a host of other tips, maps and screenshots from other classic games.

ARCADES John Cooke reports from the American Machine Operators Association in New Orleans and brings you news of some stunning coin-ops for 1991.

CU T-SHIRTS At last, the CU t-shirt can be revealed to the world! The first in a series of designer t-shirts features a stunning design by CU's Backchat artist, Shaky Kane, and is destined to become a collector's item and all for the price of a tenner. Printed on top quality t-shirts (unlike other magazines) only 400 have been printed, so you'll have to be quick.



Above: Don't be pruned, just face the facts. CU Amiga's the best Amiga magazine money can buy. Next month we'll have a special in-depth review of the new *Dick Tracy*.

Play To Win gives valuable tips and hints on how to play *Supremacy*, Virgin's smash wargame which gives you the chance to rule the galaxy.



!



Don't be a
just face the
DU Amiga is
Amiga mag-
money can
Next month
is a special
with review of
Dick Tracy
licence

Win gives
ble lips and
how to play
ry, Virgin's
h war game
see you the
to rule the
galaxy.



MARC

NO-ONE HAD THE GUTS UNTIL NOW

MARC The arcade action thriller with the **BIG** finish.

Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the **MR BIG CORPORATION** -

IF YOU GET THAT FAR.

You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yuppies, the psychotic clown with an evil sense of humour -

YOU'LL DIE, BUT NOT LAUGHING!

Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you catching lead.

It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin...

Did I say he was Mr. Big?

No, he's **MR. BIG!**



AMSTRAD • COMMODORE • SPECTRUM
IBM AMIGA • ATARI ST



OCEAN SOFTWARE LIMITED
CENTRAL STREET MANCHESTER M2 5NS
TEL: 061 832 6633 FAX: 061 834 0650

TM & © WILLIAMS ELECTRONIC GAMES INC.

HE'S BACK... TO PROTECT THE INNOCENT

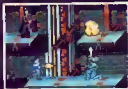
ROBOCOP 2

**EVEN IN THE FUTURE OF LAW
ENFORCEMENT, THERE'S ALWAYS ROOM
FOR IMPROVEMENT.**

The future is a rough place, Detroit is a bankrupt city...
torn apart by the decadent forces of the Old Man and his
corrupt corporation. If you want to die - then walk the
streets, if you want to live - then pray for the return of
Robocop!

Robocop 2 has justice in mind... a kind of justice only he
can deliver! Take on Detroit's evil mastermind and his
mega-corporation in some of the most action-packed
scenes ever devised for maximum entertainment value.
**Detroit is falling apart - it's time to put it all
back together!**

**SPECTRUM AMSTRAD COMMODORE
ATARI ST CBM AMIGA**



ROBOCOP 2 TM & © 1990 OCEAN. PICTURES © OCEAN. ALL RIGHTS RESERVED.

ocean